SEGA™

VISIONS

GENESIS ■ GAME GEAR
SEGA CD

Sega CD
Reviews of the Latest & Greatest Games Pg. 38

TMNT:
The Hyperstone Heist
Kick Some Shell with Your Favorite Foursome. Pg. 22

More Sonic 2
A Preview of the New Sonic Player's Guide. Pg. 16

Flashback
A Whole New Kind of Adventure

Ecco The Dolphin
More on Sega's Favorite Mammal. Pg. 14

Features
Streets of Rage 2
The History of Sega ■ Sonic Comic
The Making of Willie Beamish
Interview with Mr. Big

Game Reviews
GENESIS: Sunset Riders
Shinobi III ■ Cyborg Justice
Ariel: Disney's Little Mermaid
Lightening Force ■ Jeopardy
WWF Super Westlemania ■ Hit the Ice
GAME GEAR: Super Off Road ■ Home Alone ■ Chakan
Alien 3 ■ Evander Holyfield's "Real Deal" Boxing



"RELAX PRETEND IT'S A GAME!"

ACTUAL IMAGES

Sewer Shark for the Sega CD blasts you into a radical new world of gameplay with devastating digital video of live actors, explosive CD sound and the hyper-charged power of a simulation-shooter. Interact one-on-one with ace tunnel-jockey Ghost and the devious, fat-faced Stenchler. Your mission's clear: transport supplies to human outposts deep in the sewers...and fry anything that gets in your way. React with lightning-fast speed to flight instructions transmitted by your computerized droid. Navigate, fire and streak deeper into toxic tunnels. Miss a turn and you're history. But make it all the way...and you're in Solar City, maxin' out to beaches, babes and awesome rays! Sewer Shark for the Sega CD.

It's a whole new game.



OFFICIAL SEGA SEAL OF QUALITY





Sewer Shark is distributed by Sony Imagesoft Inc., 9200 Sunset Boulevard, Suite 820, Los Angeles CA 90069. Sony Imagesoft and Imagesoft are trademarks of Sony Electronic Publishing Company. Sewer Shark developed for Sony Imagesoft by Digital Pictures, Inc. © 1992 Digital Pictures, Inc. All rights reserved. Sewer Shark is a trademark of Hasbro, Inc. Sega and Sega CD are trademarks of Sega Enterprises, Ltd. All rights reserved.



The Ultimate Joystick for SEGA™ Genesis!™

GRAB THE CLUTCH

ASCIIWARE™

AND FEEL THE POWER!

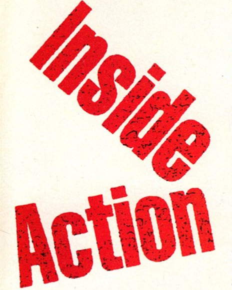
POWER CLUTCH SG.™

The Super Sonic Control System for Turbo Power Propulsion.

- *ADJUSTABLE TURBO CONTROL for each button means maximum power at your fingertips!*
- *SLOW MOTION CONTROL buys you time to get out of those tight spots!*
- *COMPACT SIZE puts performance power in your hands! Any questions? 415/570-7005.*



This product is licensed by SEGA ENTERPRISES, LTD. for use with the SEGA GENESIS™ SYSTEM. © 1992 ASCII Entertainment Software, Inc., P.O. Box 6639, San Mateo, CA 94403. Telephone: 415/ 570-7005. Power Clutch and Asciiware are trademarks of ASCII Entertainment Software, Inc. SEGA, GENESIS and the SEGA SEAL OF QUALITY are trademarks of SEGA ENTERPRISES, LTD.





Mr. X is trying to take over Metro City again in Streets of Rage II. Page 30.

HISTORY OF SEGA

Here's the real story on how Sega came to be! Page 80.

Travel 55 million years back in time with Ecco the Dolphin. Page 16.



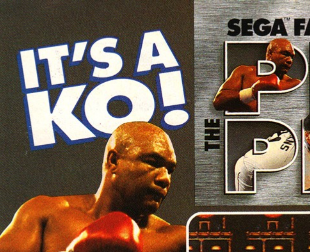
Bash the Dark Queen's evil forces in Battletoads. Page 34.

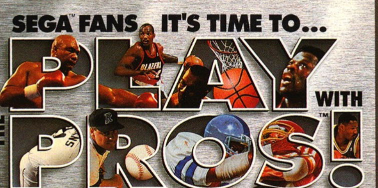
The Heroes on a half-shell come to Genesis with Shredder on their minds. Page 22.

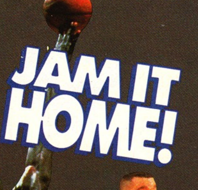


Shinobi III is the all-new ninja adventure. Catch the magic. Page 64.

Teenage Mutant Ninja Turtles™ & ©1993 Mirage Studios. Batman™ & ©1993 Warner Bros. Ariel™ & ©1993 Disney. Mickey Mouse™ & ©1993 Disney. WWF Super Wrestlemania™ & ©1993 World Wrestling Federation. Home Alone™ & ©1993 Twentieth Century Fox Corporation. Alien 3™ & ©1993 Twentieth Century Fox Corporation.

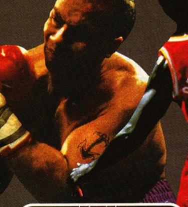


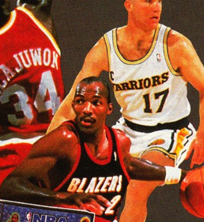


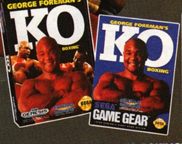








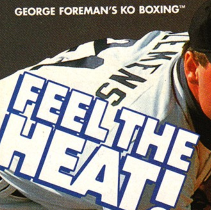




GEORGE FOREMAN'S KO BOXING™



NBA® ALL-STAR CHALLENGE™

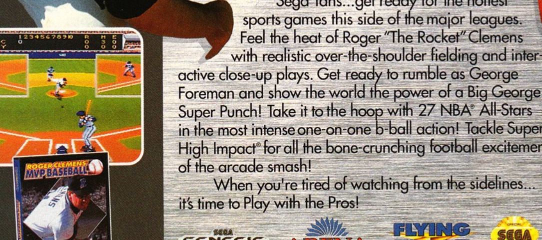




BONE-CRUNCHING!

Sega™ fans...get ready for the hottest sports games this side of the major leagues. Feel the heat of Roger "The Rocket" Clemens with realistic over-the-shoulder fielding and interactive close-up plays. Get ready to rumble as George Foreman and show the world the power of a Big George Super Punch! Take it to the hoop with 27 NBA® All-Stars in the most intense one-on-one b-ball action! Tackle Super High Impact® for all the bone-crunching football excitement of the arcade smash!

When you're tired of watching from the sidelines... it's time to Play with the Pros!







FLYING EDGE™
A Division of Acclaim Entertainment, Inc.



ROGER CLEMENS' MVP BASEBALL™

SUPER HIGH IMPACT®

All NBA and Team Insignias depicted are the properties of the respective NBA Teams and NBA Properties, Inc. and may not be reproduced without written consent of NBA Properties, Inc. Sega, Genesis and Game Gear are trademarks of Sega Enterprises Ltd. Super High Impact® ©1991 is a registered trademark of Midway® Manufacturing Company. Used by permission. Roger Clemens' MVP Baseball™ and All-Star Challenge™ are trademarks of LJN, Ltd. © 1992 LJN, Ltd. All rights reserved. Arena™ is a trademark of Arena Entertainment © 1992 Arena Entertainment. All rights reserved. George Foreman's KO Boxing™ and Flying Edge™ are registered trademarks of Acclaim Entertainment, Inc. © 1992 Acclaim Entertainment, Inc. All rights reserved.

Say What?

Overheard at Sega

New Year's Resolutions

OK, so you don't smoke or mistreat small animals, but you do play a lot of video games (naturally), and you want to improve your scores. So... here's a New Year's challenge from us to you. See how close you can get to achieving (or beating, that's OK too) the goals we've set for the following games. Send us a photograph of your screen for each game, with the score clearly displayed. If you are the first one to send us winning photographs of all five games, we'll send you a special prize.

Title	Score
Revenge of Shinobi	**1,000,000**
Streets of Rage	**999,990**
ToeJam and Earl	**999**
Sonic The Hedgehog 2	**900 rings**
Sol Feace (Sega CD)	**700,000**

Saturday Morning Ritual

The fall season has introduced a batch of quality toons for us who like to rise and shine early Saturday mornings. In recent years the Saturday line-up has been sputtering with only a few bright spots – **Beetlejuice**, The **New Mighty Mouse, Tiny Toons**. Even old reruns of **Super Chicken** and **Scooby Doo** were more entertaining. But the new season has given us a reason to wake up before our parents. **Cowboys, X-men, Goof Troop** and **Batman** are all quality toons that bring new hope to the kids' prime time. We are hoping that this wave of good animation and catchy humor will keep up.

Trading Cards

What's new in the world of sports card collecting? Definitely not sports. To combat the over-abundance of sports cards, bubble-gum cards have returned to miscellaneous subjects. You can get famous world dictator cards or famous felons or major natural disasters. Catchy pictures and out-of-the-ordinary subjects have helped make these a success. Not to mention the educational value. The latest in non-sports cards are cheer-leader cards and dino cards that give you the run down on all the dino info. Elvis cards that cover every aspect of The King's life. Hey, I'll trade you my Tyrannosaurs Rex for your Benito Mussolini.

Car TV

Stuck in traffic and your favorite show is about to come on? Just flip on the **AutoVision.** Well, maybe. A former developer of military technology is working on a display system that could allow you to drive and watch TV at the same time. Currently at the safety test stage, Auto Vision could be out in three years. Using the same HUD (heads up display) technology now commonplace on jet fighters, Auto Vision projects the image several feet beyond the surface of the windshield, so the driver can watch TV and the road at the same time. Sounds kinda far fetched, but at one time car radios were illegal and now we can't do without them. (Hey all you would-be car potatoes out there, it is currently illegal to watch TV while you drive, so don't do it. OK?)

Boot!

"Your mother wears combat boots!" has a new meaning these days. It could mean that she is fashionably correct. The bigger, the heavier, and the uglier the better. Boots and work shoes are all the rage in the nineties. From the punk underground to mainstream trend steel toe, big sole shoes are becoming as popular as the big name sneaker companies, with British based **Doc Martens** leading the way. So, instead of laughs, sporting your dad's old army boots may get you thumbs up.

Free Pucks!

The **San Jose Sharks** and **SEGA of America** have teamed up to make sure that the youth of the area have all the equipment they need. Hockey equipment, that is. SEGA has donated 100 pucks to eight different northern California hockey clubs. Unlike the east coast and Canada, hockey is fairly new to California, but with growing interest in the game, SEGA is making sure the local teams have more to play with than just a bunch of sticks.



SEGA VISIONS

Publishers
Chris Garske, Ellen Beth van Buskirk

Editor-In-Chief
Nic Lavroff

Director of Creative Services
Michael Kavish

Art Director
Francis Mao

Director of Production
Lynne Kavish

Managing Editor
John Sauer

Associate Editor
Kathy Skaggs

Manufacturing Manager
Fran Fox

Manufacturing Coordinator
Cathy Theroux

Production Coordinator
Alex Lai

Product Editors
Haven Carter, Matt Fishbach, Dean Fox, Sophie Kim, Joy Schneer, Jon Seidenfeld, Scott Steinberg, Greg Suarez, France Tantiado

Game Reviewers
Gary Barth, Ian Crouch, David Fisher, Todd Gray, John Pedigo, Rick Raymo

Assistant Editors
Suanne Brady, Clint Dyer, Ami Matsumura, Leni Santiago, Jamie Wojick

Lifestyle Editor
Jeronimo Barrera

Product Development
Ed Annunziata, John Correll, Clyde Grossman, Mike Latham, Kent Russell, Bert Schroeder, Tony Van, Scott Rohde, Mac Senour

Game Consultants
The Fine Folks of Consumer Services and 3P Test

Special Thanks to:
Steve Apour, Rosie Freeman, Godfrey Mauricio, Tom Reuterdahl

Advertising Sales

National Sales Director	John Sieling
Western Region	Danna Vedder
Central Region/Eastern Region	Russ H. Hoefer
Advertising Coordinator	Michelle Wheatley

SEGA VISIONS™ is published four times a year at no charge to requesters by Sega of America, Inc., 130 Shoreline Drive, Redwood City, CA 94065 in conjunction with Infotainment World, Inc., 951 Mariner's Island Boulevard, Ste 700, San Mateo, CA 94404. Application to Mail at Second Class Postage Rates is Pending at Redwood City, CA and Additional Mailing Offices. POSTMASTER: Send address changes to SEGA VISIONS, P.O. Box 5346, Redwood City, CA 94063.

Copyright 1993 by Sega of America, Inc. All rights reserved. Reproduction in whole or part without prior written permission of the publishers is prohibited. All submissions including but not limited to, artwork, text, photographs and videotapes become the sole property of the publishers and may be used, reproduced or published as the publishers deem appropriate. Submissions cannot be returned; sender should retain a copy. SEGA VISIONS is printed in the U.S.A.

SEGA VISIONS, VISIONS™ name and logo are trademarks of Sega of America, Inc. All rights reserved. SEGA VISIONS and Infotainment World, Inc. assume no responsibility for damages due to errors, omissions, comments, or opinions.

SEGA VISIONS is created and produced by Infotainment World, Inc.
951 Mariner's Island Boulevard, Ste 700, San Mateo, CA 94404
Michael Kavish, Vice President of Creative Services
(415) 349-4300

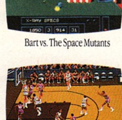
David Robinson Basketball | Steel Empire | Sports Talk Baseball | Super Monaco GP II | NFL Sports Talk Football

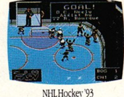
Batman Returns | Evander Holyfield Boxing | Sonic II (Coming November 24th) | 688 Attack Sub | Spiderman

ToeJam & Earl | Mario Lemieux Hockey | TaleSpin (Coming in December) | Fantasia | Kid Chameleon

Taz-Mania | T2 The Arcade Game | The Young Indy Chronicles (Coming in December) | Green Dog | Chakan (Coming in December)

Arch Rivals | Home Alone | Krusty's Fun House | Streets of Rage | Bart vs. The Space Mutants

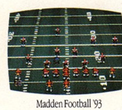












NHL Hockey '93 | Road Rash II | Desert Strike | Madden Football '93 | Bulls vs. Lakers

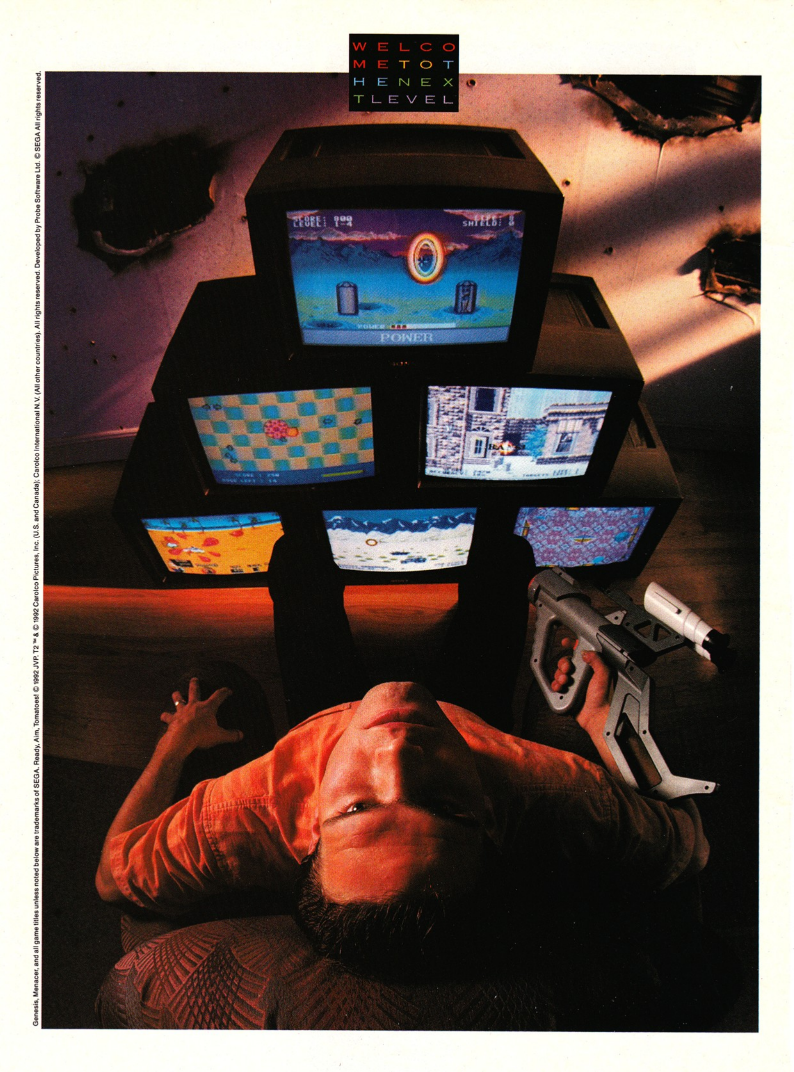
Sears has decided to quarantine an area for Sega addicts.

Finally, a place that's designed to have all the Sega Genesis games you're looking for in stock. It's called FunTronics, the new game department at Sears. Where you'll find everything you just can't seem to get enough of.

SEARS



©1992 Sears, Roebuck and Co. FunTronics in most larger Sears stores.



Genesis, Menacer, and all game titles unless noted below are trademarks of SEGA. Ready, Aim, Tomatoes! © 1992 JVP. T2™ & © 1992 Carolco Pictures, Inc. (U.S. and Canada); Carolco International N.V. (All other countries). All rights reserved. Developed by Probe Software Ltd. © SEGA All rights reserved.

Put

An interview with Terry Banks, Tester/Sega Menacer.™

a shooting

How is the Menacer any different from other video shooting games?

There are four different ways you can play with the Menacer. Hold it in your hand for a sure shot, add the stabilizer to shoot commando style, add binoculars for dual vision, or use all three for full tilt action.

gallery in your

How does it work?

Aim at the screen, and fire. The infrared receiver reads the laser beam from your fire and feeds the message into your Genesis™ machine. You see the damaging effects immediately. And with Accu-Sight™, the on-screen crosshairs can be turned on or off, so your accuracy is unbelievable.

living room without

They're all shooting type games?

No, actually. Six different kinds of games are included, and there's real variety. WhackBall is more of a skill game. It's very challenging. Most people can't even get past the third level. And Arena™ will be bringing out T2™ The Arcade Game™ soon. If you're the aggressive, competitive type, it's your game.

ruining

What's your favorite game?

Ready, Aim, Tomatoes!™ is pretty sick. You blast bad guys with tomatoes to protect ToeJam and Earl.™ You can even power up and machine gun tomatoes at them. The game speeds up as you go, so it gets to be super challenging. But that's what makes it fun. All the games are fun in that way. It's really a terrific way to take out your frustrations.

your wallpaper.








SKATE WITH THE GREATS.

Nobody can hold a stick to these guys:

Messier, Coffey, Kurri, Linden, Savard, and the 544 other guys who play hockey at the highest level. The deadliest marksmen, the enforcers, the brightest stars of the pro game.

They're all captured in NHLPA® '93. The official game of the National Hockey League Player's Association.® The all-new version of the most action-packed hockey game ever.

Last year, NHL® Hockey was the top-selling Genesis™ sports title. This year, the same game designers deliver even more explosive game play.

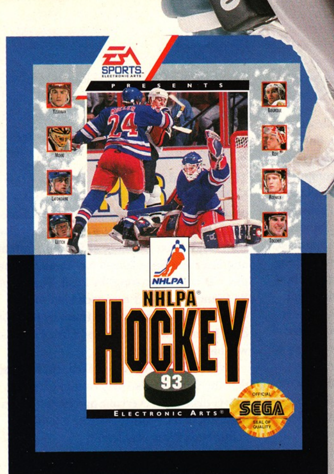
Check out all the players. The complete, accurate team rosters from the 1992 season. Plus 1993's new Ottawa and Tampa Bay expansion rosters.

NHLPA '93 is the finest the sport has to offer. With more new pro moves than you can shake a stick at.

Faster, tougher to beat goalies who leave the crease to clear loose pucks, or lunge and dive to smoother shots. Individualized moves, like glass-breaking slap shots, nimble stick action, and brutal body checks. Each player skating his own unique game.

Hot new defensive techniques and an improved computer opponent raise the electricity in power play situations.





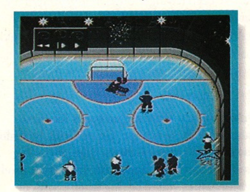
Standing between you and the trophy are scorers like Larmer. Goalies like Belfour. Intimidators like Probert and Gaetz.

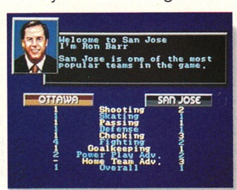
Each of the 550 pros rated on 14 characteristics based on 1992 playing stats.

Some of the pros are better defensemen, others scoring machines, others are specialists at killing off opponents' power plays.

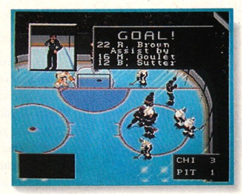
If these guys don't stop you in your tracks, the refs will. Calling you for tripping, hooking, cross-checking, offsides, high sticking, or icing. The more severe the penalty, the longer you're in the sin bin. There are even injuries that can knock you out for the game.

Your goalie now makes diving, lunging, and kick saves. So get the puck outta here.


Talk about a game with impact. Personalized moves include Doug Wilson's cannon-like slap shot.



EA SPORTS' Ron Barr is all over the ice like a Zamboni.®



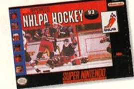
Score with the names of the game. NHLPA '93 is the only place you'll find all 550 pros.

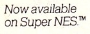
For the first time ever, battery back-up lets you make the greatest saves outside of your goalie. Save lines you create. Even player stats for the entire post-season tournament.

The coverage of EA™ SPORTS lets nothing slide. Spectacular camera angles. Sportscaster Ron Barr. The exclusive crowd Noise-O-Meter.™ Highlights from other playoff games. Instant replay. Commentary.

Stick with the pros: NHLPA '93 and EA SPORTS. Skate over to your local Electronic Arts dealer or order by phone phone anytime: (800) 245-4525.

And get the greatest hockey game by a long shot.




Now available on Super NES.™

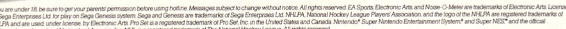






95 cents for first minute, 75 cents for each additional minute.

PRO SET®


If you are under 18, be sure to get your parents' permission before using hotline. Messages subject to change without notice. All rights reserved. EA Sports, Electronic Arts, and Noise-O-Meter are trademarks of Electronic Arts. Licensed by Sega Enterprises Ltd. for play on Sega Genesis system. Sega and Genesis are trademarks of Sega Enterprises Ltd. NHLPA, National Hockey League Players' Association, and the logo of the NHLPA are registered trademarks of NHLPA and are used, under license, by Electronic Arts. Pro Set is a registered trademark of Pro Set, Inc. in the United States and Canada. Nintendo,® Super Nintendo Entertainment System,® and Super NES™ and the official seals are the trademarks of Nintendo of America, Inc. NHL is a registered trademark of The National Hockey League. All rights reserved.

Yo Sega!

Yo Sega!

How does someone become a game designer?

W.R,. Oakland, CA

It won't be long before community colleges start offering courses in video game design, but for now, you're on your own. A game designer needs to be proficient in three main areas: computer science, writing, and drawing. If you're planning on taking college courses, you should consider signing up for computer classes (programming, computer graphics, or just general computer science), writing, (journalism and creative writing courses) and art (drawing, animation). It's best to have a good foundation of skills with a specialty, so if you have a special skill, cultivate it.

It also helps to be up on all the current trends in the gaming industry (as well as the history of the games – Pong included). Think critically about the games you play. What would you do to make them better? Like any other dream career (such as ice cream taster, for example), perseverance is the key.

* * *

Yo Sega!

I've noticed over the past couple of months there has been no new Master System games or advertising. Why is that?

J.F., Greenfield Center, NY

It's called progress. The demand for Genesis and Game Gear products has been so great that the people at Sega have their hands full just keeping up. If you have a collection of Master System games, you can still play them on your Genesis or Game Gear. With a Power Base Converter (for Genesis) or a Master Gear Converter (for Game Gear), your 8-bit software library lives on.

* * *

Yo Sega!

I just bought a Genesis, and I love it! I am really looking forward to buying your Sega CD and have a few questions: 1) How much does it cost? 2) What comes with it? 3) will it become obsolete?

M.R., Lufkin, TX

The suggested retail price on the Sega CD is $299 and comes packed with over $300 worth of software including Sherlock Holmes Consulting Detective, Sol Feace, a 4 in 1 classics disc with Golden Axe, Revenge of Shinobi, Columns, and Streets of Rage. It also has an audio sampler CD with killer songs by Lush, They Might Be Giants, and other new rock bands and a CD+Graphics sampler with tunes by Jimi Hendrix, Information Society, and Little Feat that will blow you away.

Will it become obsolete? Well, considering that the Sega CD also plays audio CDs and CD+G disks, and everyone agrees that CD is the platform of the future, it will be a long time before Sega CD is obsolete.

* * *

Yo Sega!

I've been playing two great games for my Genesis but I've been having a tough time getting all the way through. I was wondering if there are any codes for Fantasia or Kid Chameleon that would make the games easier or allow me to skip levels? I love these games but I just can't beat them.

M.C., Phoenix, AZ

Unfortunately, there are no codes for these games, but there is hope. Game Genie by Galoob has codes for many Genesis titles, including Fantasia and Kid Chameleon. It's a great product for games you're having trouble with or would like to make more challenging. It's also good if you rent a lot of games.

* * *

Edward Asuncion
Carteret, NJ

Mark Amato
Howard Beach, NY



Yo Sega!

What does "K" (as in 256K) mean? How much does the Genesis and the Sega CD have? What is the megabit capacity of the Sega CD? In your review of the Sega CD you said the Genesis has 7.5 MHz and the Sega CD has 12.5 MHz. What are Mega Hertz exactly?

G.C., Toms River, NJ

This alphabet soup of numbers and letters actually refers to two very simple concepts: the amount of RAM (or random access memory) the unit has, and the speed (in MHz) of its processor. Here's how it works:

Memory is measured in bytes. One byte is the amount of memory required to store a single character (like the letter a, the number 3, or the symbol &, for example). A thousand bytes (actually 1024 bytes) is generally referred to as a kilobyte (from the Greek kilo, meaning one thousand), or simply 1K bytes. 256K bytes, then, is the amount of memory required to store over 256,000 characters (262,144, to be exact) — enough material to fill a small book. The Sega CD has three times as much RAM, or 768K — enough to fill three books.

Processor speed is measured in MegaHertz or MHz. One MHz is equal to one million cycles per second, so 12.5 MHz is equal to 12,500,000 cycles per second. The faster the processor (as measured in MHz), the more powerful the computer. What all this means to us gamers is that the faster the processor and the greater the amount of RAM, the better the gaming experience. And isn't that what it's all about?

Yo Sega!

Here's my method for seeing the special ending to Sonic The Hedgehog without playing through the whole game: First, you use the "level-select" code (Up, Down, Left, Right, and press A+Start) to bring up the select screen. Now go to the Special Stage, and get the Chaos Emerald. Press Reset, and then press A+Start to bring up the select screen. Go to the Special Stage again and get the Chaos Emerald. Repeat this procedure until you have all the emeralds, and then go to the first level with all the emeralds. Beat the game, and you'll see the special ending. Cool, huh?

J.W., Santa Fe, NM

Where we come from, that's called cheating. But hey! Whatever works for you. You can also get some help to get you through the game by picking up the Sonic Player's Guide. It's full of maps and tips to help you get through both Sonic 1 and Sonic 2 (Genesis or Game Gear). Check out the preview on page 16.

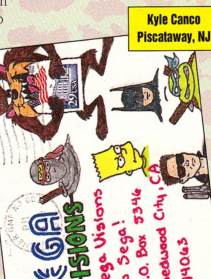
* * *

Send your letters to:

SEGA VISIONS
Yo Sega!
P. O. Box 5346
Redwood City, CA 94063

Cool Envelope Art

Kyle Canco
Piscataway, NJ



Lamont Cheeks
San Diego, CA

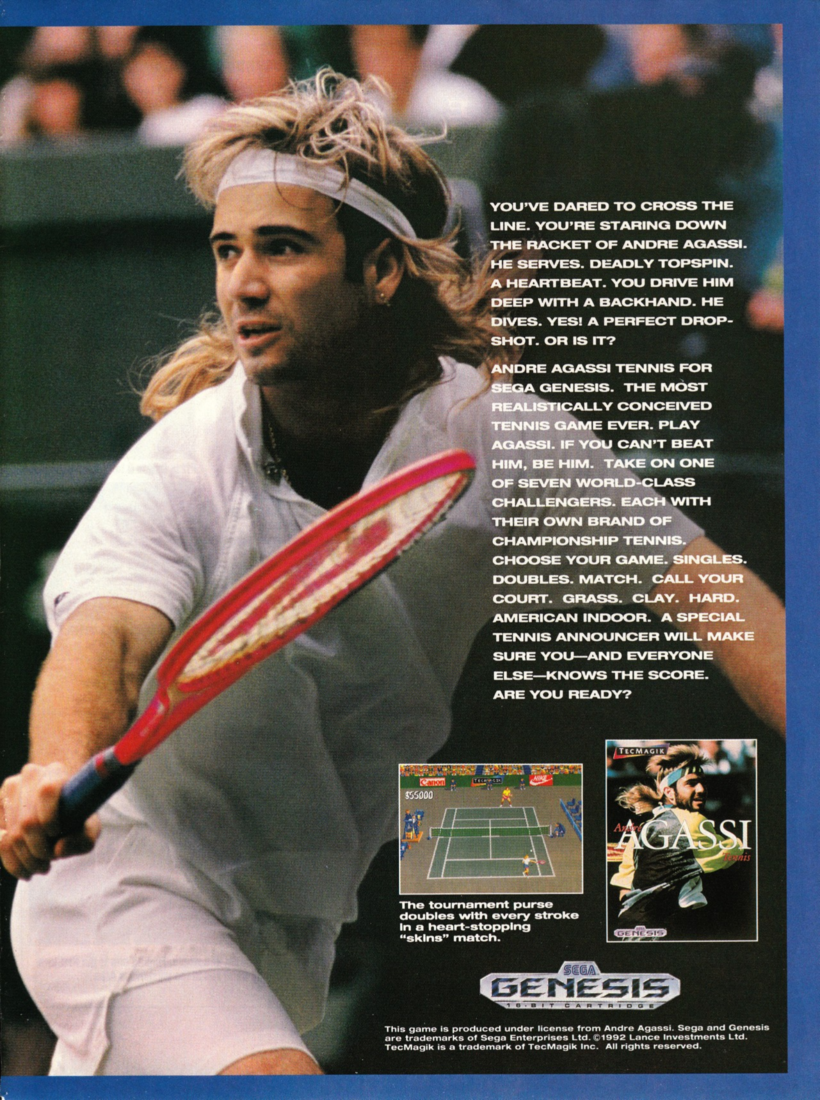
Terry Sender
Wellington, FL



Lawrence Choy
San Francisco, CA

ARE YOU READY?

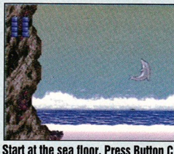
TECMAGIK™


YOU'VE DARED TO CROSS THE LINE. YOU'RE STARING DOWN THE RACKET OF ANDRE AGASSI. HE SERVES. DEADLY TOPSPIN. A HEARTBEAT. YOU DRIVE HIM DEEP WITH A BACKHAND. HE DIVES. YES! A PERFECT DROP-SHOT. OR IS IT?
ANDRE AGASSI TENNIS FOR SEGA GENESIS. THE MOST REALISTICALLY CONCEIVED TENNIS GAME EVER. PLAY AGASSI. IF YOU CAN'T BEAT HIM, BE HIM. TAKE ON ONE OF SEVEN WORLD-CLASS CHALLENGERS. EACH WITH THEIR OWN BRAND OF CHAMPIONSHIP TENNIS. CHOOSE YOUR GAME. SINGLES. DOUBLES. MATCH. CALL YOUR COURT. GRASS. CLAY. HARD. AMERICAN INDOOR. A SPECIAL TENNIS ANNOUNCER WILL MAKE SURE YOU—AND EVERYONE ELSE—KNOWS THE SCORE. ARE YOU READY?
Canon
TECMAGIK
NIKE
$55000
The tournament purse doubles with every stroke in a heart-stopping "skins" match.
TECMAGIK
Andre
AGASSI
Tennis
GENESIS
SEGA
GENESIS
16-BIT CARTRIDGE
This game is produced under license from Andre Agassi. Sega and Genesis are trademarks of Sega Enterprises Ltd. ©1992 Lance Investments Ltd. TecMagik is a trademark of TecMagik Inc. All rights reserved.

ECCO THE DOLPHIN™

Swimming Lessons

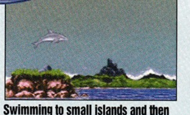
Dolphin gives you ultimate control. You can make Ecco turn cartwheels in the air, dive or swim with terrific bursts of speed, dive to the bottom of the ocean or just fin along.



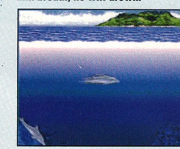
Start at the sea floor. Press Button C repeatedly to send Ecco racing to the surface. He'll break free in cartwheels that would make the King of the Sea jealous.



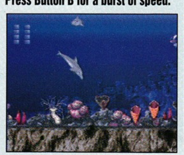
Ecco is a mammal. If you do not let him breath, he will drown.



Swimming to small islands and then pressing Button B will give you enough speed to leap into the next bay.



Press Button B for a burst of speed.



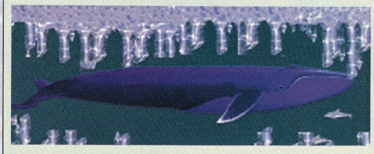
Button C is the swim button.

OVERVIEW

Dolphin is making a big splash with its awesome underwater graphics. You play as Ecco, a young bottlenose dolphin whose family pod has been taken from the sea in the eye of a mysterious storm. Your journey to find them takes you across the seas, under the ice of the polar caps, to the lost city of Atlantis and even 55 million years back in time. With 27 levels, Dolphin is a giant adventure of a game. There are passwords to keep track of your progress. You won't finish Dolphin in a single night!

The Big Blue

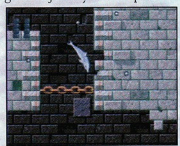
He's just about the oldest and wisest creature living in the sea. You'll find him deep beneath the surface in the Cold Water Zone. His clue will send you farther on your journey.



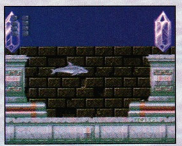
Big Blue is a wise and gentle giant of a whale. Finding him is the first turning point of the game. He will point you to the mysterious Asterite.

The Lost City of Atlantis

Atlantis is full of special dangers and wonders. Sharks and jellyfish live in the halls and rooftops. Strange, crystal monoliths patrol the corridors. Strong currents sweep many of the areas, calling for special strategies to explore new areas. Your success here opens the next phase of the game...a journey into the past!



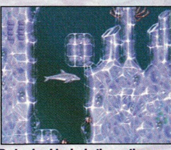
Push the block into the current and follow it down. Use sonar to break the chains.



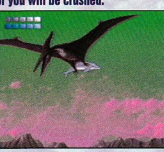
Find these Glyps and you'll learn the secret of the storm...as well as other information vital to your quest.



You can push blocks and stones into heavy current and follow them down, letting you get into areas you could not reach by swimming alone.



Dodge ice blocks in the arctic sea, or you will be crushed.

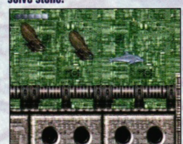


Let the Pterodactyl grab you. Instead of an attack, it will carry you to where you need to be.

What lies at the end of your quest? A confrontation with the Vortex! Just what that is...you'll find out for yourself. Write us at Sega Visions with your Dolphin discoveries.



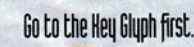
Some shells have the power to dissolve stone.



In the Machine, use your sonar as a weapon.

Feature





Slide across the ice.

COLD WATER ZONE

Slide across the ice.

Sing to this Glyph.

Big Blue

SONIC THE HEDGEHOG SEGA's™ OFFICIAL PLAYER'S GUIDE

Here's an exclusive sneak peek at Sega's Sonic the Hedgehog Player's Guide. An indispensable 176 page handbook for playing Sonic the Hedgehog 1 and 2 for both the Genesis and Game Gear. Look for it wherever you buy your favorite Sega video games.

OIL OCEAN ZONE ACT 2

A B C D

Oil Ocean Act 2 can get pretty confusing. Even though there are lots of paths to take, you can divide this Act into three routes—Route 1, Route 2, and Route 3.

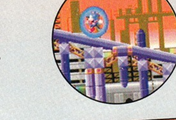
A Getting Started





Make the elevator go up by itself, get the Ring bonus and Shield, and run back left to reset the elevator. Then ride up.





Two of these pressure plates send you into balloon spitters.

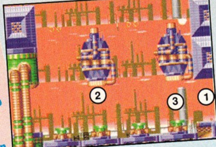
It's best to travel by Route 1 or Route 3. Route 1 lets you find pretty much all of the interesting items in Oil Ocean Act 2, but it's a long way to go. Route 3 takes you very quickly to meet Robotnik at the end of the Act.

Keys to the routes:

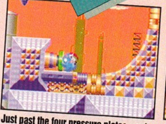
1 If you pass the four pressure plates, you'll stay on what we'll call Route 1.

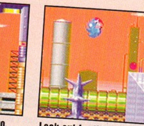
2 If you ride the second pressure plate, you'll end up on Route 2.

3 If you ride the fourth pressure plate, you'll go on Route 3, the shortcut.



B Route 1: The Long Road



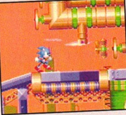


Just past the four pressure plates, push on this plunger. When you let go, you'll speed up the half loop. Head left off the loop.

Look out for this spike cylinder. Jump over the moving spike collars.



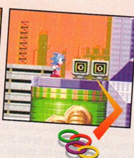
From the elevator, head right.



Don't let this fan stop you. Keep heading right.







This slide takes you down, but keep going right and jump off the Red spring to find the 20 Rings on the ledge just above.

You could spring up to the higher path here, but don't do that!



Instead, keep going to the right and take another slide.



Keep going past the Starpost and . . .



. . . the three Octuses.





Ride the dipper swing and jump off to the right. If you don't jump, the dipper will separate and you'll end up in the oil.

Ride the second pressure plate to find a Ring bonus to the left.



Ride the fourth pressure plate to collect an Invincibility before Aquis gets you.



Take the elevator up and exit to the left.



Here's another Ring bonus!




Get plenty of speed on this slide. You're going to need it!

Fly off the half loop at the end of the slide to the upper ledge.

If you don't make it, you can jump back up the slide and try again.

Ride the elevator up and find a fine reward—30 Rings and an Invincibility!

Use the plunger to get up to the higher level, but watch out for Octus. He's waiting on the second ledge.

This launcher will send you into the balloon spitters.

Here's the last spitter. When you come out of this, angle left.

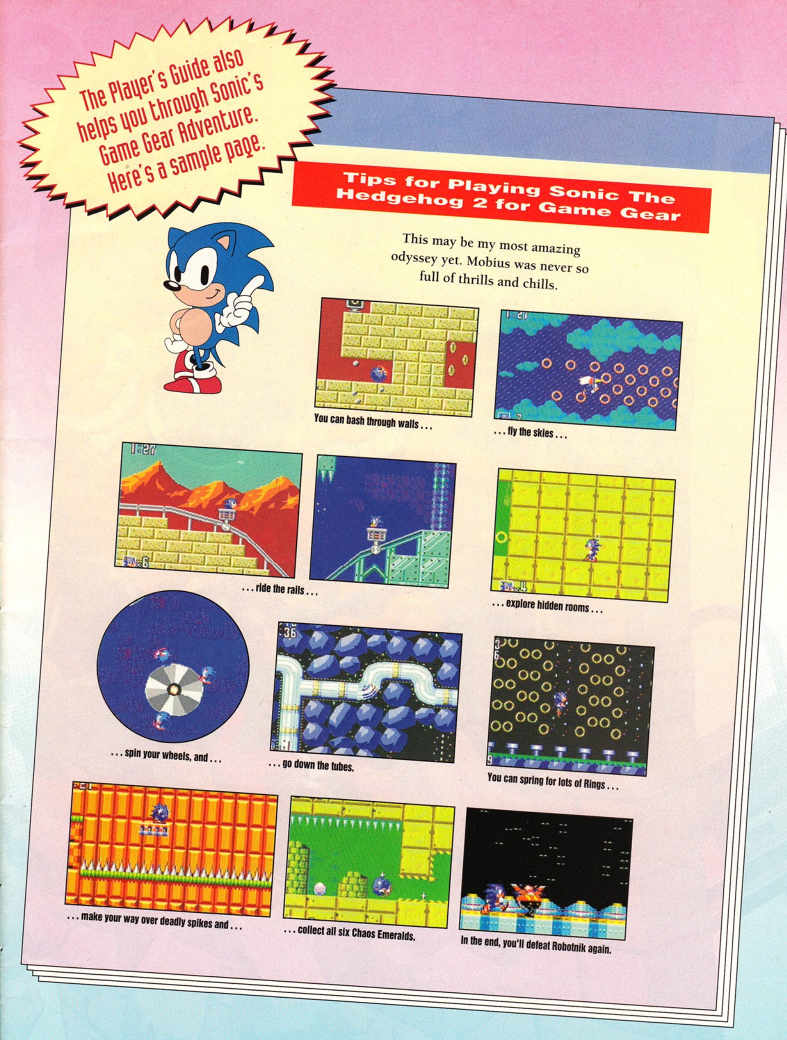
You'll end up on top of the roof. Run to the left and drop off the edge.
you go left, you'll find Power Sneakers. But to the right. . .

. . . you'll find an Invincibility bonus and . . .

. . . if you drop off to the right again . . .

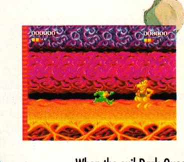
. . . an extra Sonic!

To get to the end of the Act, jump off to the right and enter the launcher. When you exit, run to the right. Look at the top of each slide for power items. Keep going right off the last slide and you'll come right to Robotnik.


The Player's Guide also helps you through Sonic's Game Gear Adventure. Here's a sample page.
Tips for Playing Sonic The Hedgehog 2 for Game Gear
This may be my most amazing odyssey yet. Mobius was never so full of thrills and chills.
You can bash through walls . . .
. . . fly the skies . . .
. . . ride the rails . . .
. . . explore hidden rooms . . .
. . . spin your wheels, and . . .
. . . go down the tubes.
You can spring for lots of Rings . . .
. . . make your way over deadly spikes and . . .
. . . collect all six Chaos Emeralds.
In the end, you'll defeat Robotnik again.


BUSTIN' THRO
SELECT START

UGH FOR YOU!

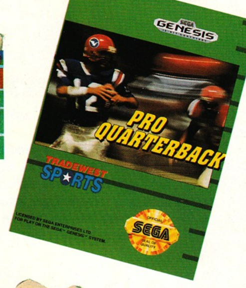




When the evil Dark Queen kidnaps both your best buddy and the best-looking girl this side of the Mazallion Star Cluster, what're you gonna do about it? Cry? Hide? Call the Starcops? No way – 'cause you're a BATTLETOAD! So strap on your blaster, fire up the Toadster, and get on down to the Dark Queen's planet – and don't forget to take along the Jet Turbo, the Space Board and the Speed Bike. Because you'll need 'em all if you're gonna rescue your friends and get the frog outa there with your green skin intact!





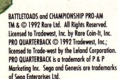


Lace up your cleats and get ready to play the most realistic football game ever produced! All the hard-hitting action of football comes through in living color, using the digitized images of real players. Every detail of football is right here – from the opening kickoff to the post-game stats. You call the shots, you call the plays... After all, you're a pro now – a PRO QUARTERBACK!





Flip the switch and get ready to have a blast! Here's a fast and furious racing game with a difference: avoid the road hazards... pick up the performance goodies... and wield an arsenal of wicked weapons to slow down or destroy your competition! Roar through 24 levels of CHAMPIONSHIP PRO-AM racing on 8 different tracks... but watch your tailpipes, or you'll be scrap metal!



BATTLETOADS and CHAMPIONSHIP PRO-AM TM & © 1992 Rare Ltd. All Rights Reserved. Licensed to Tradewest, Inc. by Rare Coin-It, Inc. PRO QUARTERBACK © 1992 Tradewest, Inc.; licensed to Trade-west by the Leland Corporation. PRO QUARTERBACK is a trademark of P & P Marketing Inc. Sega and Genesis are trademarks of Sega Enterprises Ltd.





Tradewest, Inc. 2400 South Highway 75, Corsicana, TX 75110



OVERVIEW

The Turtles have come to Genesis...and the world will never be the same!

This 8-Meg, one- or two-player simultaneous turtle sensation gives you the option to play as any of the four heroes. Additional options include difficulty, the number of lives and continues, automatic back attack, sound test and even a color mode which lets you play in four color comic-book style or full-color animation mode.

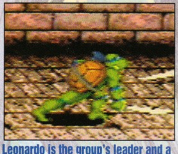
The Fab Four of the Mutant Kingdom leave their comfortable (if you are a teenage turtle type) underground digs to shell shock their outrageously evil nemesis Shredder, who is shrinking New York with the Hyperstone. Shredder taunts the Turtles..."You've been lucky in the past, but you won't stop me this time! Ha!" With a challenge like that, how could any pizza-loving turtle avoid a good brawl? COWABUNGA!

Turtle Power, Dude

So you wanna be a turtle? Each has a different weapon and special attacks, plus a style all his own.


Donatello is the genius of the Turtles. His weapon of choice is the Bo Staff and his special attack is the Toe Smash.


Raphael has a quick temper and even faster hands, which he puts to use with the his super sharp Sai Daggers. His special attack is the Jumping Spin Kick.


Leonardo is the group's leader and a true perfectionist. He uses the Katana Blade like a Ninja master. His special attack is the Spinning Blade.


Michelangelo is the most popular Turtle. He loves pizza and uses Nunchakus. His special attack is the Kamikaze Attack.

There are five stages to the game, each with three rounds, for a grand total of 15 action-packed levels. At the end of each stage is a boss enemy, one of Shredder's minions. Survive the attacks of these bad boys and you'll go shell-to-claw against the Commander-in-Chief of the Evil Foot Clan...Shredder.

Hot Moves

When it comes to fightin' the Foot Clan, the Turtles have more moves than you can pack into a turtle shell. The Mondo Body Slam will flip your enemy back and forth over your head against the ground with loud, bone-cracking thumps. It's the most visual of all the moves and will take away some of your power meter.

The Turtles make power moves in the heat of combat whenever you have inflicted a certain amount of damage on your enemy.



The Mondo Body Slam in action.



Leonardo does the Bamboo Split; a high-powered overhead chop with his sword.



Michelangelo has his Smile Finish, a super-backhand with a big grin.



Donatello does the Hurricane Attack, spinning his Bo Staff like a killer baton.



Rafael makes a Vacuum Slice, cutting with a single blade at extreme RPMs.


LEVEL 1/SEWERS
LEVEL 2/MYSTERIOUS GHOST SHIP
LEVEL 3/SHREDDER'S HIDEOUT
Sega GAME Feature

At various points throughout the game you'll find a red pizza box with a big bomb on it. This is Power Pizza! Wait until the screen is full of enemies and then take it. You'll go into your Special Attack and create major havoc!



Power Up with Power Pizza.

The enemies you encounter will be familiar to any Teenage Mutant Ninja Turtle fanatic. You'll go up against all the major bad guys: Krang, Mouser, Stockman, Stone Warrior, Rocksteady and Leatherhead. Battling each requires different strategy and techniques, including mastering attack patterns.

TMNT: Hyperstone Heist is colorful, fast-moving and built on high-quality Genesis-worthy graphics. The sounds are also on the cutting edge, with the Turtles Theme Song, realistic battle sound effects and digitized Turtle voices calling out "Pizza Time" and other popular Turtle sayings. Go ahead. Try to turn Shredder into Cheddar. It's time to kick shell.



Shredder has shrunk New York. It's a challenge no Turtle can resist.



Grab pizza power ups for a tasty energy boost.



Leonardo can slice the Foot Clan faster than a Ginzu carving knife slices, dices and makes julienne fries.



Cowabunga! A Turtle surf safari to the Ghost Ship.



Two Turtles are twice as much fun.



Purple Ninjas throw stars. Blue Ninjas carry swords.



Rockmen attack in two waves. Attack quickly or they will break out heavy artillery.



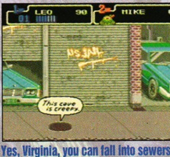
Hit the explosive to give the Foot Clan a blast.



Hit the fire hydrant to wash your enemies into the gutter.



When fighting multiple enemies, try attacking in this rhythm: Left four times, right four times, left four times, etc. The sustained damage will put you into a power move.



Yes, Virginia, you can fall into sewers.



Hit button B to break out of arm locks and other holds.



Leatherhead tries to sneak away on all fours, biting as he goes. Attack when he is standing up and you'll be making gator stew!



Rocksteady will try to have turtle for lunch. Avoid him when he charges, then attack.



Shredder has some nasty surprises waiting in his hideout.



The samurai statues will give you a shock. Fight between the beams.

Turtle flambe is on the Foot Clan's menu.



Tatsu won't fight fair. He will use his foot soldiers to soften you up.



Weird critters swim beneath your feet. Hit 'em as soon as they leave the water.



You must beat Leatherhead, Rocksteady and Tatsu again before you can take on Stockman.


Shredder prepares to show you the true power of the Hyperstone.



Brrr. Frozen Solid.



Krang will try to krush you with... Super Krang!



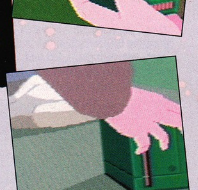
Shredder uses the stone to give himself awesome attack powers.

Sega GAME Feature

FLASHBACK

OVERVIEW

Flashback brings incredible character animation together with high-tech graphics and cinema-quality animation for a gaming experience like no other. This game has a level of player control that reaches new heights of real-time interaction. Starting in the artificial jungles of Titan, the game takes you on an epic quest through seven huge multi-level areas, each with individual goals and side missions. The game is so big that you need passwords to save your progress. Flashback can be played in three difficulty levels: easy, normal and hard.



You've found the cube. Now listen to what you have to say.



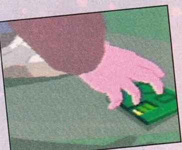
Get the wounded man his teleport and he'll give you an ID.

The Jungles of Titan



Throw stones to confuse mutant sentries in the Titan Jungle.

Titan's artificial jungle is the easiest stage. It's a good place to practice your running, jumping and combat techniques. Your two missions here are to get the wounded man his teleporter and find enough credits to buy an anit-gravity belt from the old man. It's the only way you can get into New Washington. You start by climbing down a level and getting the holocube, which you knocked off the ledge when you were getting up. Watch its message for clues about what you have to do.



Credits are the currency of the worlds you will travel.



You wake up in the jungles of Titan. A bad move will knock the holocube off the ledge.

The telereceiver is your only way out of two sticky places. Throw it past the bubbling green pits, then use the teleporter to beam past them. Later, on Morph Planet, be sure to leave the telereceiver at the bottom when you take the elevator up.



Use the credits to buy an anti-gravity belt from the old man. It's a long way to New Washington!


Moving Around
Button combinations allow you to make Conrad run, walk, jump, hang by his fingertips and, with his gun out, move like a battle-ready soldier.
Hanging
Running
Firing Stance
Jumping
Kneeling Stance
Running Jump
Combat Roll
Watchdog Robots
Credit Chip
Cartridge
Mutants
Pressure Switch
Wounded Man
Credit Chip
Watchdog Robots
Mutants
Energy Generator

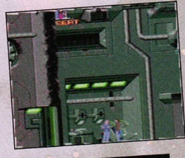


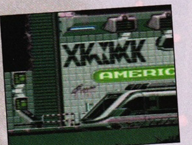
Mission 2: Escort a V.I.P.

New Washington

Make it to New Washington and you won't have to look very hard to find Ian. If fact, you'll probably walk into him...and a few armed policemen. Rescue him from this dilemma and he'll give you back your memory, plus a force field that gives you a second or so of total protection every time you hit the button.

In New Washington you must complete a number of missions to earn money and buy a new ID, so you can enter Death Tower and hopefully win a ticket to Earth. The missions range from delivering a package to exterminating a level full of armed mutants. Each mission will test a different aspect of your skill in moving around in Flashback. The lessons you learn will come in handy in other areas of the game.





The tube train is your main transportation in New Washington.



Have a seat. Ian will give you back your memory.



Go to the Administrative Center near Africa station to get a work permit.



View the Mission Screens to find jobs.



You need a Fuse to fix the switch outside of Ian's home.

Mission 2 Tips

1. Get the V.I.P. on the platform, then lower it. He won't jump down to follow you..
2. Trip this switch
3. Land Mine
4. Hang and drop. A jump will kill you.
5. This mutant has a Key. There's only one way to get it...
6. Lure the first laser camera here, then blast it to pieces.
7. Climb to the top platform, kneel and roll to the right. Then jump down, run back to the same corner and blast away. The room is clear and the Key is yours!

Death Tower

It seems as if every future culture has a death-oriented game show. This one is no exception. Survive eight perilous floors of Death Tower...while millions watch...and you'll win a free ticket to Earth.



You'll need to play Death Tower to get to Earth.



In Death Tower, enter each room rolling...with your gun drawn and ready.



To Earth... and Beyond

What's waiting for you on Earth? Trouble...and more trouble. The Morphs are dedicated to their evil plans. Only you can stop them.

Flashback will give every gamer a run for their money in a format that is different from any other Genesis game. And there is even a Flashback mini-comic included in the instruction manual. Flashback is the type of cart that lets you know there is more to the video game world than just blast and run.

Stay out of confined spaces when you're fighting Morphs. And remember to stay low.

FLASHBACK

Character interaction

You assume the role of Conrad Hart, an agent on the run. You interact with characters to obtain items and information. You have the use of many different objects and items. Important moments of the game, such as finding code keys and obtaining packages, are shown in full-screen animation complete with digitized music and sound effects.

Usable items and people you can talk to are identified by icons in the upper left corner of the screen. The icon depicts an action, like talking, with the item identified. Characters in the game also give you clues to the use of objects by, for example, asking you to sit in a chair.

Teleport



Teleports beam you to a place or mission that in unreachable by foot.

Energy Generator



Energize your shield when you have taken a hit. You can also charge cartridges here.

Icons





Icons appear in the upper left hand corner of the screen whenever some action is called for. According to the icon, you have the option to Take something, Talk, Look, Activate, Recharge or Use.

Locks



Cartridge locks, key locks and code locks are opened by obtaining and using the right items.

Save Stations



Save stations bring you back to this place in the level, with everything you have won, if you choose to continue after losing your life.

STREETS OF RAGE 2™

SNEAK PEEK

OVERVIEW

You've waited a long time for this game. The Streets of Rage II is better than the original in every way.

Mr. X and his drug gang have returned to Metro City. Axel and Blaze are back and they're teamed up with two new terrific characters, Skate and Max. There are fantastic new moves, outrageous new levels, more color and even more action than the first Streets of Rage. Check out these hot players and their moves...



Max

NEW PLAYER!



This guy may be slightly slower than the other brawlers, but what he lacks in speed is more than made up by his awesome strength.



Hold down B, hit C with direction and he clears to his rear with a vicious back kick.



C (jump), then B gives Max a powerful 2-handed bash.



C, then B with down direction causes a radical shoulder/elbow crash.



Close, grab from rear and B causes a severe bent over back throw.



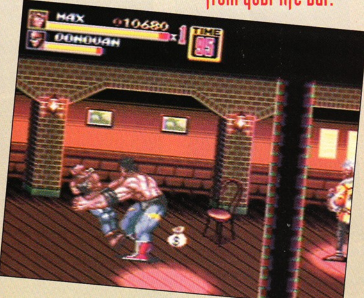
Close with enemy, grab from behind, C and then B. You'll give a vertical down throw.

Hit A and direction toward enemies. You'll get a tremendously powerful shoulder dash with a roll finish.



Hit A and use no direction. Max does a phenomenal whole-body, knuckle-clasping roundhouse.

These moves steal energy from your life bar:



Skate

NEW PLAYER!



The smallest in stature, this new addition to our fighters makes up with his speed and technique. This wheeled warrior may become a player favorite.



Double D-Button gets a dash. B while dashing and you'll make an area-clearing cannonball spin.



Hold front, then B gives a double head-butt with a disabling elbow finish.

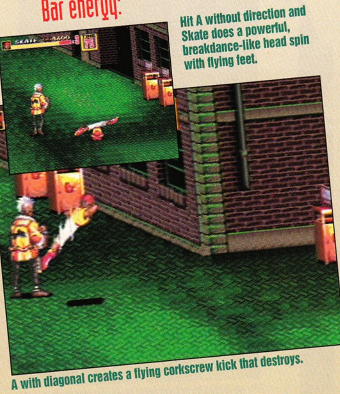


Hold down B, then C and Skate does a terrific-looking rear cart-wheel kick.

Hold rear, then B and Skate sits on enemy's shoulders and wails on his head.

These are the moves that take Life Bar energy:

Hit A without direction and Skate does a powerful, breakdance-like head spin with flying feet.



A with diagonal creates a flying corkscrew kick that destroys.

Blaze



This woman has been in training since we last saw her. Blaze is the most balanced of our brawlers. Her speed and power are both equal.



C, then B creates a sensational airkick.



Front hold, then B gives a good old-fashioned straight shoulder throw.



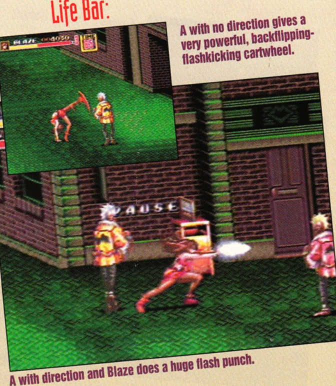
B, hit C with direction and she does an enemy, dumping sweep.



Rear hold, then B causes an impressive over-the-back throw.

These borrow energy from Blaze's Life Bar:

A with no direction gives a very powerful, backflipping-flashkicking cartwheel.



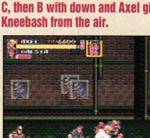
A with direction and Blaze does a huge flash punch.

Axel

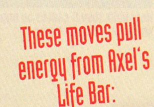
This guy returns from the original and he's faster, badder, badder and badder.



C, then B gives a generous airkick.



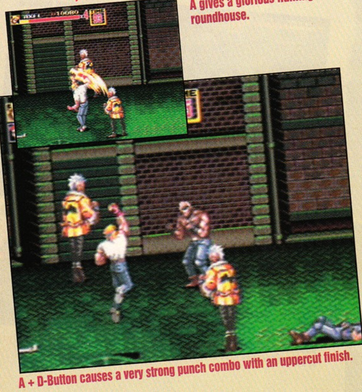
C, then B with down and Axel gives Kneebash from the air.



B then C causes a backhand in either direction.

Rear grab, then B shocks with a fantastic reverse throw.

These moves pull energy from Axel's Life Bar:



A gives a glorious flaming roundhouse.

A + D-Button causes a very strong punch combo with an uppercut finish.

Special Features

You can brawl with more than fist and foot alone.



Make your opponent drop his knife and you can use it against him...or someone else!



Pick up a lead pipe to beat some sense into your enemies.



Punch out the newspaper vendor and you'll get more than a good read.



Try an apple to regain your strength meter or a bag of cash for extra points.

FOOTBALL ACTION SO REAL, IT'S... BONE-CRUNCHING!

AUTHENTIC ARCADE FOOTBALL ACTION!

BONE-CRUNCHING TACKLES!





Super High Impact for Genesis brings the fast-paced action of the **BONE-CRUNCHING** arcade smash home. Choose from 18 hard-charging teams and over 30 plays, from a red dog blitz to a never-say-die super fly. "Yer Toast" if the HIT-O-METER rates your tackle "Dweeb", but you can settle the score with an all-out team brawl!

Stop watching from the sidelines... This is football action so real... it's Bone Crunching!





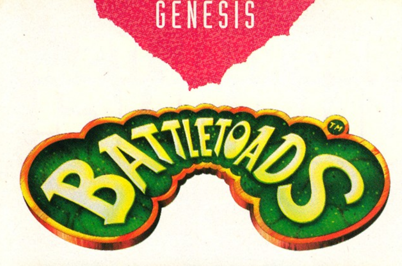






SETTLE THE SCORE WITH AN ALL-OUT BRAWL!

Super High Impact® ©1991 is a registered trademark of Midway® Manufacturing Company. Used by permission. Sega and Genesis are trademarks of Sega Enterprises Ltd. Arena Entertainment™ is a trademark of Arena Entertainment. ©1992 Arena Entertainment. All rights reserved.



OVERVIEW

Battletoads has made a major splash on game systems nationwide. Now it's available for Genesis in the best version yet. Your toadworthiness is tested with levels that are each a game in themselves. The 'toads–Rash, Zitz and Pimple–and Professor T. Bird, are taking Princess Angelica back to her home planet. The Dark Queen, the 'toads' evil nemesis, has ambushed the spaceship Vulture and taken Pimple and the Princess hostage. Feeling Toadworthy?

You as Zitz and your bud as Rash (in the 2-player mode) head to the planet to chase down the Dark Queen. Professor T. Bird stays in orbit to guide you and show you strategic blueprints. You'll fight your way through 12 levels of intense horizontal and vertical side-view rounds.

Awesome Amphibious Assault

These brawling toadsters have some royal moves. As you fight the various enemies you'll find that this Amphibious Assault Team can do more than just punch and kick. After three punches, you go into the Turbo Thwack. This major-league hit knocks 'em out of the park.



The Dark Queen wants 'Toad legs tonight.

Double-click the direction pad in a particular direction and your Battletoad will dash. Hit the punch button as you close on the enemy and your 'toad will do the Battletoad Butt (not a dance), a terrific head-butt that will ruin their day.

Or how about this one? Hit the enemy until it is down, back away and do the dash. Strike when you reach the enemy again. This time you do the Big Bad Boot, the booster rocket of kicks: a boot half the toad's size punts the baddie

SNEAK PEEK

Secret Chasm Entrance

Psyko-Pigs

Long-Legged Robot

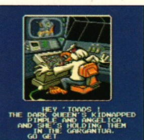
Psyko-Pigs

Keep beating on the dragon

into oblivion. Even more sensational is the BT Bashing Ball. While rappelling down the Impact Crater (vertical chimney stage), swing to the far right or left and hold your D-Button to stay there. As your warty friend begins to flash, hit the punch button and swing to and fro. This wrecking ball move clears the way better than a late bell at school. Keep hitting the enemy on the way down, and you'll get progressively higher points and start collecting 1-Ups. This is a great way to max out your lives.



Each round is previewed by a strategy plan.



Prof. T. Bird will stay in the spaceship Vulture and offer advice.

This game may have you looking at common houseflies differently. Each time you see a swarm of flies on screen, jump toward them and hit Punch. Your long, sticky tongue will lash out and snag 'em, a nutritious and a fine way to fill your life meter.

One if by Land, Two if by Sea...

Three vehicles speed along your mission. The Speed Cycle helps you tough out the Chasm, an obstacle-course level. You must avoid barriers, execute big jumps off ramps and cross major chasms. The Space Board traverses the River Stage with surfing/jumping moves around obstacles and whirlpools. The Jet Turbo propels you onto a flying course to dodge falling boulders and fly through gaps in moving lightning barriers.

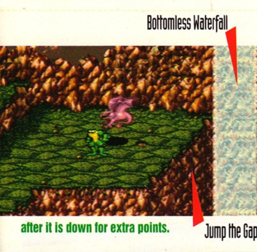
In the 2-player mode cooperation is important. Rash and Zitz can wail on each other as well as the enemy. Give your friend plenty of room or you'll be self-defeating!

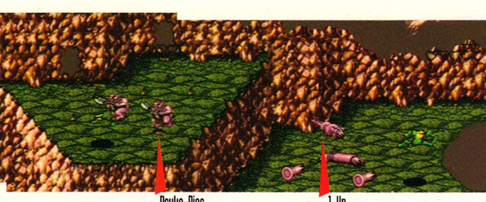
Enemies and More Enemies

On your way to the Tower, you'll battle some truly wicked foes: Saturn Toadtraps, a part of the Venus Flytrap family; Psyko Pigs — mean swine with battle axes; Snowmen with death-dealing snowballs; Steel Beaks who have one heck of a peck and other treacherous hench-types with nothing better to do than to toadally ruin your day.

Battletoads' amphibious action will keep you hopping with killer graphics and jammin' tunes. What more could a dedicated toadster want? Hop to it.

Continued on page 36.





after it is down for extra points.

Continued from page 35.

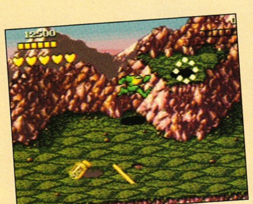

The 'Toads can use parts of defeated enemies as weapons.


The Battletoad Butt.

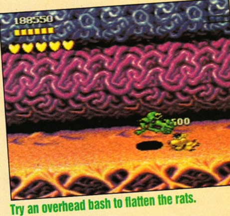

Doin' the big Bad Boot.


Go ahead; throw your enemies around.




This hole is a shortcut to the cavern.


Beat this Gargantuan robot by throwing the orbs back at the windshield. Don't get caught in the laser beam.


Try an overhead bash to flatten the rats.

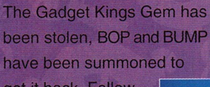

The fourth punch delivers the Turbo Thwack!


The B.T. Bashing Ball.


Snack on flies to get strong.

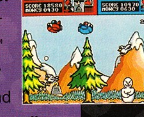


Mechanical Madness in The Gadget Kingdom.



The Gadget Kings Gem has been stolen, BOP and BUMP have been summoned to get it back. Follow them on a wild ride through the oceans and atmospheres in their quest to track down the evil THUMP and return the gem to the Gadget Kingdom. Twelve levels of the wildest arcade-action ever seen on the Sega™ Genesis™. Use any number of BOP and BUMP'S strange but effective defenses necessary to defeat their enemies. But watch out, because most of the inhabitants in this world of mechanical madness have a few surprises of their own. Sega Genesis Gadget Twins™ is a masterpiece of mechanical mayhem.







LICENSED BY SEGA ENTERPRISES LTD. FOR PLAY ON THE SEGA™ GENESIS™ SYSTEM

SEGA GENESIS 16-BIT CARTRIDGE

OFFICIAL SEGA SEAL OF QUALITY

GADGET TWINS™

GAMETEK

SIMULTANEOUS 2 PLAYER ACTION



Gadget Twins ©1992 Imagitec Design Inc., © Gametek Inc.
Gadget Twins art © 1992 Gametek, Inc. Gametek is a registered trademark of IJE, Inc.
2999 NE 191st St. North Miami Beach, FL 33180. All rights reserved.
SEGA AND GENESIS ARE TRADEMARKS OF SEGA ENTERPRISES, LTD.

Sega CD

COBRA COMMAND™

OVERVIEW

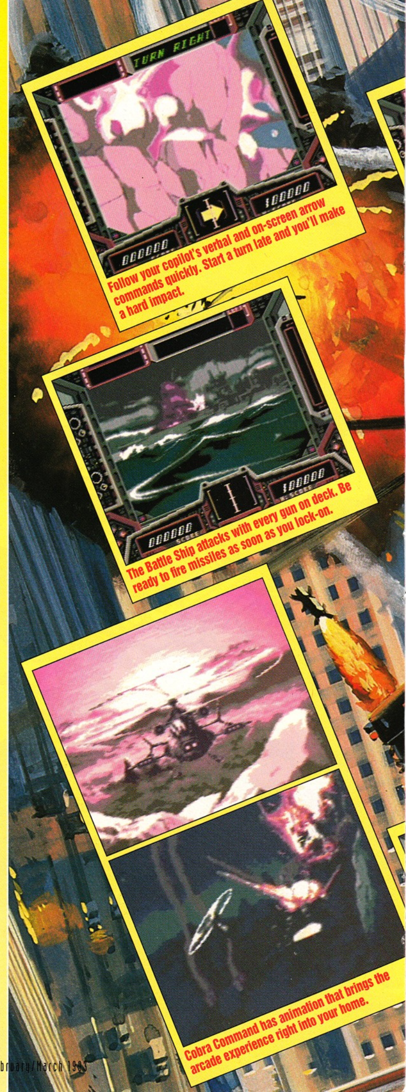
Cobra Command is the CD version of the famous laser disc-based chopper battle arcade hit. This CD game is all full-motion animation, cockpit-view graphics with explosive stereo sound effects and digitized voice. The storyline is brief and to the point...pilot your armored Cobra attack helicopter against terrorist enclaves all over the world, taking them out with your Vulcan Cannon and Heat Seeking Missiles.

You start the game in New York City with five lives and three continues. The controls on this game are easy to master. Use your direction pad to move the crosshairs of your weapon and configurable A, B and C buttons to shoot the cannon and missiles. The only time you need to use the direction pad to redirect your helicopter is when you see the bold green arrow in your cockpit flashing a particular direction. Fail to make these extreme high-G maneuvers and you'll see (and hear) some of the most impressive crash and burn explosions seen to date in a vidgame.

The best way to get from stage to stage is to learn the attack patterns of your enemies... so that you'll be able to move the crosshairs and take them out in the three or so seconds allowed. The stages are great fun. You'll fly through the Grand Canyon, blasting away at gun emplacements, other helos and planes while navigating through the cliffs. Your next stage is the Pacific against huge ships (take out the big guns), sub marines and fight squadrons coming off a flat-top aircraft carrier. Then on to Easter Island. Fly around those big stone heads (oops, damaged a few) and take on an entrenched enclave. There's more: a rocky, cliffed Fortress level, Rome's Ruins and even a Desert stage. In total, you have nine different stages to beat.

The ability to choose your level of play and configure your missile and dual Vulcan Cannons is a real plus. This title is fun and challenging for all levels of gamers. The game can be beaten. Timing is the key. Don't hesitate to listen to the unseen navigator: "Come on, Captain, go left, Left, LEFT!"

Overall you'll find that this title is top rate. In addition to all the action of the original arcade game, there are more levels, more sounds, more digitized voice and some very spectacular animation. For aerial shooter lovers, this game will put you into action and adventure that only exist on "The Next Level."



Follow your copilot's verbal and on-screen arrow commands quickly. Start a turn late and you'll make a hard impact.

The Battle Ship attacks with every gun on deck. Be ready to fire missiles as soon as you lock-on.

Cobra Command has animation that brings the arcade experience right into your home.



Once you lock-on to a target, you have about 3 seconds to make your kill. Miss the opportunity and you'll be sky-toast!

Beating the Canyon requires both blasting enemy guns hidden in the Canyon walls and making fast, tight turns.

Head up fast or you'll become the flame in the Statue of Liberty's torch!

When you go, you go with a big bang.

Keep your cursor near the top of the screen. This is where most of the enemies will first appear.

Your Cobra Command fires both Vulcan Cannon and missiles. Configure your control pad so A and B are the same weapon, and C the other. A slight shift of the thumb will give you rapid access for maximum firepower.



BATMAN RETURNS

OVERVIEW

Batman Returns on Sega CD captures all the action and excitement of the Genesis version, with upgraded graphics and over 40 minutes of new, hot music composed and recorded at Sega's own Multimedia Studio (see *Sega Visions* Issue 10 for more on Sega Multimedia). And Batman Returns CD has a whole new game built in...a road rally with the Batmobile against The Penguin's Red Triangle Circus Gang and their hotrod vehicles.



Catwoman will destroy you with her whip.



The Penguin starts the trouble by offing an Ice Princess with Batman's Batattack.

Batman Returns has 10 levels of intense driving and battle action ranging from the dark, frozen fields outside Gotham City to the frigid reaches of the Gotham City sewer system, ever deeper into The Penguin's lair. Survive the tests of your driving and fighting skills and you'll take on the top-hatted Oswald himself.

Tighten Up Your Belt



Batman's Utility Belt contains a serious array of weaponry. Access it by pressing the Start Button. Hit 'em with a Batarang and freeze enemies with an ice bomb. Or destroy them with a harpoon. The ultimate weapon is the Batattack, which releases a cloud of deadly bats against your opponent.



Take the Batmobile for a ground-hugging, rubber-burning, high-G test drive.

Behind the Wheel

The driving sequences put you behind the wheel of the Batmobile, chasing the Red Triangle Gang through and around Gotham City. The Batmobile is a super fast, state-of-the-art vehicle loaded with high-tech gadgets and weaponry. It is equipped with twin shot powerful enough to blast even armor-plated jeeps off the highway. The explosions sound and special effects are the hottest to ever appear in a driving game.

With Batman Returns, Sega is establishing the standard by which CD action and driving games will be judged. This CD disk is definitely on The Next Level.



Skullhead bikers lead you on a deadly chase through the winter night.



Taking a bead on the Red Triangle jeep...

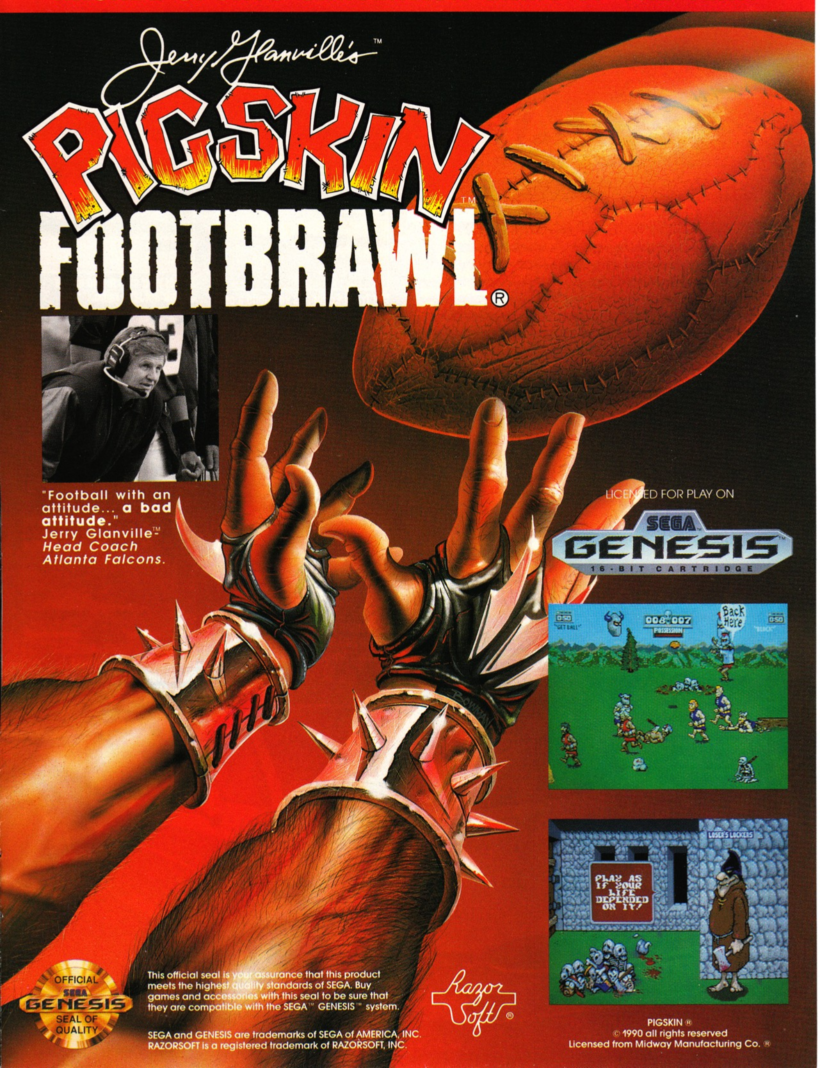


...Got him!



The Call goes out for...Batman.

Batman and all related elements are the property of DC Comics Inc.© 1992. All rights reserved.



ARCADE SPORTS SIMULATION GAME OF THE YEAR
Jerry Glanville's™
PIGSKIN
FOOTBRAWL®
"Football with an attitude... a bad attitude."
Jerry Glanville™
Head Coach
Atlanta Falcons.
LICENSED FOR PLAY ON
SEGA
GENESIS™
16-BIT CARTRIDGE
008 007
POSSESSION
Back Here
LOSER'S LOCKERS
PLAY AS IF YOUR LIFE DEPENDED ON IT!
OFFICIAL SEGA GENESIS SEAL OF QUALITY
This official seal is your assurance that this product meets the highest quality standards of SEGA. Buy games and accessories with this seal to be sure that they are compatible with the SEGA™ GENESIS™ system.
SEGA and GENESIS are trademarks of SEGA of AMERICA, INC.
RAZORSOFT is a registered trademark of RAZORSOFT, INC.
RazorSoft®
PIGSKIN ®
© 1990 all rights reserved
Licensed from Midway Manufacturing Co. ®



OVERVIEW

Jaguar XJ220 is a racing simulation game that couldn't have been done on a cart. This CD title accelerates the race car action into overdrive by strapping you behind the wheel of a state-of-the-art race car that hits mind-blowing speeds of 212 m.p.h. The tracks are laden with hair-raising hairpin turns, killer corkscrews and straightaways so fast the red and blue safety tires smear into purple haze. The audio and sound effects are so realistic you can even hear the rumble of two high-powered engines at full throttle when you're driving in a two-car pack.

In two-player mode, you're pitted against a bud in simultaneous racing that lets you track your position with a split-screen window. You take the green flag on your choice of 36 racing circuits in 12 countries and against more opponents than any cart racing game could offer.

Track your racing bud in the split screen during two-player mode.

You don't need a license when you strap yourself in for the challenges of this first-class, high-speed racing game. You've just got to pass the driving test that starts when the green flag drops.

Go for the Jagular

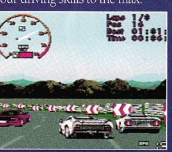
You're racing for Team Jaguar in the World Tour against 16 world-class drivers. Each driver has his own style of driving that will keep you on your toes. Get to know the drivers and they'll keep inhaling your exhaust.

Variety is definitely the name of this racing game as you choose from 36 racing circuits through 12 countries. Don't start your engine, though, until you've customized your car's controls to maximize your performance on the track you've selected.



The Track Editor lets you build a custom track. You decide the length, degree of the turns and the number of hills.

For a true racing challenge, use the Track Editor to create a killer custom track that no rank amateur could master. You determine the track's length, degree of the turns and how many hills it'll take to test your driving skills to the max.



Accelerate as you come out of the turn to pull away from the pack. The Jaguar's top speed is 212 m.p.h.

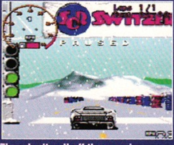
Jaguar XJ220 is for gamers who feel the need for speed and like a lot of variety to shake things up. The sheer number of opposing drivers and circuits is enough to keep you strapped in the driver's seat.



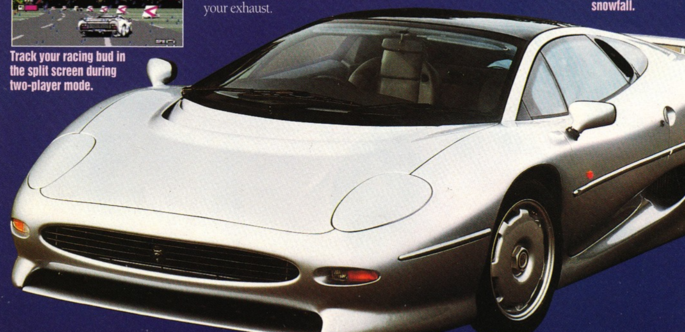
Select your own music on the Jaguar's XJ220 radio.



Racing through a tunnel, you can hear the roar of your opponents' engines echoing off the walls. Each track has different challenges.



They don't call off the race in Switzerland just because of a little snowfall.



CD-Action Unleashed.

Unleash the gaming muscle of the Sega-CD™ with the wildest, wackiest arcade-action game you'll ever play: *Wonder Dog™.*

The hottest new star in the video-game galaxy will lift your gaming experience to another world. So check out the future of arcade-action gaming…you're bound to C D difference.

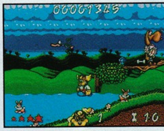




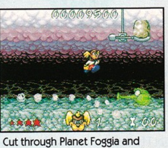


Cartoon-quality animation brings to life Wonder Dog's narrow escape from the invading Pitbully Space Armada on his home planet of K-9.

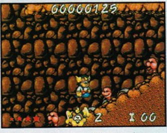
Wipe out the entire Pitbully armada and save your home-planet K-9 from tea-pot droids, hovering bull-fiends and frumpy helmet heads.



In Bunny Hop Meadow you'll take on mangy mutts, rascally rabbits and dizzy ducks as your long journey back to free K-9 begins.



Cut through Planet Foggia and plug-up the poisonous-gas-spewing, Zonker and his smoke-hurlin' buddy, Hulker.



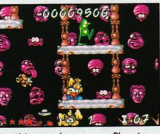
You'll get down and dirty in the Underground, where you'll have to dodge dog-eating earthworms, gnomy moles and pesky gophers.



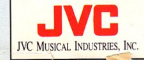
Climb in the ring with boxers in Dogsville and wailing alley cats in the Scrapyard—maybe you'll even find a hidden zone or two…or three.



Then you're off to Loony Moon to face mutant martians, giant space rats and a wild assortment of space cadets on the swiss-cheese tundra.



Anything can happen on Planet Weird: flying pigs, falling monkeys, invisible aliens…and it always feels like someone's watching you.



JVC Musical Industries, Inc., 3800 Barham Boulevard., Suite 305, Los Angeles, CA 90068

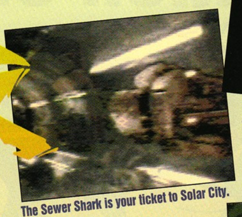
Wonder Dog TM and © 1992 JVC Musical Industries, Inc.

Licensed by Sega Enterprises, Ltd. for play on the Sega-CD™ System. Sega, Sega-CD and Sega Seal of Quality are trademarks of Sega Enterprises Ltd.

SEGA CD™

WELCOME TO THE NEXT LEVEL™





The Sewer Shark is your ticket to Solar City.



Ghost is your copilot. Listen to his advice.

OVERVIEW

Listen up, Dogmeat! This is a first-class CD that'll pit you against the meanest critters in the sewers. I'm Ghost, your co-pilot. Forget everything ya learned in them high-tech simulators, 'cause down here when ya hit the wall, there ain't no second chance. If ya don't listen to myself and your recon, Catfish, they'll be scraping ya off the walls with a spatula.

All we gotta do is shoot us a million pounds of tube vermin. Do it and we're off to Solar City where we can forget about blastin' sewer scum forever.

Your Mission, Dogmeat

We got the best Exterminator Class Sewer Shark ever to shoot the sewers. Be nice to the Hole Hawg and she'll keep ya safe. She's got Hydrogen Flares and a Recon Probe link. When we get close to Sector 19, we can pick up a pair of Thompson Super Chargers for the coils and Sweet little 16, a riotous ol' power blaster that lives to burst mutant vermin.

OK, a million pounds. Let's look at the average poundage on some a' your common tube critters. Bats...these ain't your typical little fruit bat types. They weigh in at 200 pounds. Ratigators...a cross between 'gators and rats — weigh about 500 pounds. Then there's Scorpions at 2,000 pounds that steal the Hawg's energy, automated sewer-cleaning moles with diamond-edged saws that ain't workin' for us no longer. Moles weigh 20,000 pounds. Zerks are the ones ya really need to watch for. These'll suck the brains right outta your head. If ya got any, Dogmeat.

I'm gonna give ya some tips that may keep your scrawny carcass alive. Listen to Catfish. He's got your jump coordinates. Don't listen to Commissioner Stenchler. Watch that hydrogen gauge and shoot the flare A.S.A.P. Don't miss the turn to the next recharge station. Keep an eye on your T/A (target aquisition) while ya wait to make the next jump. Keep one eye on the up screen for tube exits while blasting and always shoot the biggest critter first.

Don't get cocky and we'll see Solar City. Turn and burn, baby. When you've earned a little more a' my trust, I'm gonna stop callin' ya Dogmeat. I hope ya think Ratbreath is a step up.

Listen for verbal cues at the Energy Stations. Then get ready to move to one side or the other!

Bats can't hurt you. But they can up your total so you can advance to the next level.

Catfish is a nervous robot who plots your course. He will alert you to what lies ahead. Be ready to turn...or fire.



Too many wrong turns will run you into the wrong walls. Handi-wipe time...



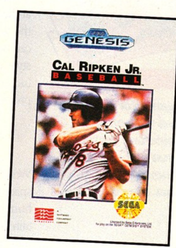
You'll blast more targets by keeping your cursor near the bottom center of the screen. Just don't miss your opportunities to turn.

Ratigators can add a lot to your poundage early in the game...getting you out of the "Dogmeat" category.

Do everything that Ghost tells you to do.

This Afternoon, I...

Beat The Yankees



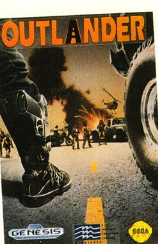
Cal Ripken, Jr. Baseball gives you unequalled animation, accurate strategy logic and players that respond to real game situations.

- Choose your home field - domed, outdoor or one just for power hitters
- Choose real grass or artificial turf
- Cutaway camera angles for realistic close-ups of all the action
- Use Cal as a pinch hitter or create an "all-Cal" team that can beat the best!

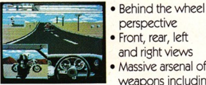


Realistic looking players and gameplay. You've played the rest - now get the best.

Saved Humanity



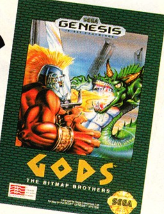
In Outlander, you are the one chance that human-kind has for survival in a post-holocaust world. As the Outlander, you battle Wastelanders in a driving and action adventure that cooks!



- Behind the wheel perspective
- Front, rear, left and right views
- Massive arsenal of weapons including shotgun, explosives & rocket launcher
- You hunt for water, food & gas
- Dynamic 3-D universe

Pray you get in. Pray you can get out. **Outlander** is the ultimate challenge.

& Became Immortal



In GODS, you are Hercules the Unconquered! You quest for immortality, but the path is blocked by hideous guardians and lunatic beasts.

- 12 different worlds within four levels
- 15 different weapons systems
- 20 separate potions and power ups
- Hidden rooms and intricate puzzles
- Huge cast of mythical enemies



GODS is a must in your game collection.

And You Want To Know If I Did My Homework?

NEW ON SEGA GENESIS FROM



GODS is a trademark of the Bitmap Brothers. ©1991, 1992 All Rights Reserved. Licensed by MINDSCAPE, Inc., OUTLANDER is a trademark of MINDSCAPE, Inc. ©1992 MINDSCAPE, Inc. CAL RIPKIN BASEBALL is a trademark of Cal Ripkin, Jr. Licensed to MINDSCAPE, Inc. ©1992 MINDSCAPE, Inc. MINDSCAPE and its logo are registered trademarks of MINDSCAPE, Inc., A Software Toolworks Company. Sega and Genesis are trademarks of Sega Enterprises, Ltd.



OVERVIEW

Wonder Dog is the first platform action game for the Sega CD. This comical new action title is loaded with stereo sound, animated sequences, digitized voice and cartoon-quality game graphics. As Wonder Dog, you've been sent from the planet K-Ninus to grow and become strong, so you can return and defeat the evil Pitbully space armada, who is taking over your home.

The action starts at the Bunny Hop Meadow and stretches across more than 19 levels of star shootin' fun. Animated sequences at the beginning of the game bring the story to life. The control pad can be configured to your playing style and there is a password feature to keep track of your progress.

A Dog's Day

Wonder Dog is not your average space pup. His Wonder Suit gives him the power to burrow in certain areas and to glide after running jumps. His weapon is the Shooting Star, a multi-star that shoots higher the longer you hold down the button.



Hold down the Star Shoot button until the star meter in the lower left corner lights up to shoot stars at higher targets.



Look for discolored areas in the ground. Wonder Dog can burrow to lower levels by pressing Down on the D-Button and the Jump Button.

Doggy Treats

Collect 100 bones and you'll get an extra life.

Pick up Wings to restore your life meter.

The tornado will make you temporarily invincible.

"Paws" at the flag so you can continue at this point in the game, if you lose your "ears."

Stand on the left smiley face on the first high face platform. You'll be catapulted to a secret room filled with gems.

Collect 100 bones to get a 1-UP

SNAKES, RATS, POISON AND DANGER. IT'S LIKE EATING IN THE CAFETERIA.

INDIANA JONES and the LAST CRUSADE™


From the caves of Utah to the deserts of Arabia... You're Indy on a quest for the Holy Grail.


The catacombs are a dangerous place, skulls, bones, fiery rats and the constant threat of death.


Navigate the caves, fend off the enemies and find the Cross of Coronado.


Storm Castle Brunwald; but don't slip. It's a long and dangerous fall you won't live to tell about.



You don't have time to pet the animals on this Circus Train.


You're fast, but are you clever? Solve three puzzles of the Grail Temple or it's goodbye Jones Sr.

Not only is the Holy Grail about to fall into the wrong hands, they already have their hands on your father, Dr. Jones Sr. There is still time but you better step on it and don't make any mistakes. Fight your way through five levels of danger packed action. Be smart, steady and above all fast, and you might have a chance. Blow it... Your father and the world are doomed. This game is only recommended for those up to the challenge.

Available for Sega™ Genesis™ and Game Gear™

Indiana Jones and the Last Crusade® is a trademark of Lucasfilm Ltd. (LFL). All rights reserved. Used under authorization. *game © 1992 LucasArts Entertainment Company. All rights reserved.
SEGA, Game Gear and GENESIS are trademarks of Sega Enterprises Ltd. © 1992 U.S. Gold, Inc.



Make My Video

OVERVIEW

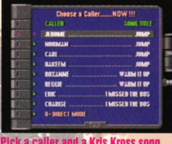
You always knew you could create killer music videos. The Make My Video CDs let you prove it. These CDs don't just open the door to video directing fame — they blow it away. You call the shots. You edit in the special effects. You take the praise — or the heat — for the final cut.

You choose between two editing options: U-Direct and Editchallenge™. U-Direct mode lets you scroll back over your vid-in-progress and change any of the special effects or images. Editchallenge mode doesn't let you change anything you've already created, but challenges your editing and creativity in a different way: You've got to be sure to include the special effects and images that are directed by the characters in the video.

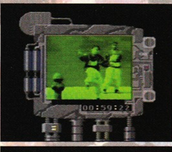
These exciting CDs feature the hot music of Kris Kross, Marky Mark, C & C Music Factory and INXS. Plus all the graphics and special effects you could ever want to make your video first-class funk. But your video will need more than just your creative energy...it'll need what the critics expect to see, too.

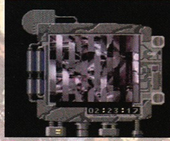
Kris Kross Make My Video

You're the celluloid mix master on the country's first-ever video request show. Requests for Kris Kross are lighting up the switchboard and you've got to keep the homeys tunin' in. These aren't just any old "play my favorite video" callers, though. These folks' requests will make or break you in this business. Choose your caller, then tune in to the dialogue for clues to what they want to see. You get to choose from three of Kris' hottest cuts: "Jump," "Warm It Up" and "I Missed The Bus." Keep an eye on Boyd Packer; he's good for some video hints.



Pick a caller and a Kris Kross song. Then make a video the way they want.

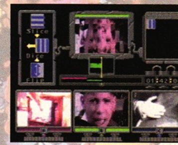




When the song's over, the Payback is in the Playback.

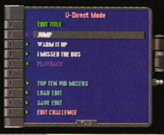
Your video selection opens with three screens of images across the bottom. Press the A, B or C button to select the image you want to appear in the monitor at the top of the screen. You'll have to move fast if you expect to grab the right pix and still make your video hot.

The Special Effects Library lets you slice, dice, mirror-image, flip, wipe, smear and mega-distort the image you selected. Add the strobe light, freeze the frame or put it in slow-mo, then funk it up with shades of blue, red or green. Move the D-Pad up or down until the effect you want is inside the four arrows. Moving the D-Pad right or left activates one of the versions of the effect. Watch the Special Effects Monitor to keep tabs on what you're doing. Mix it up: Use more than one effect simultaneously to totally Kross out the video competition.



Slice and dice for horizontal and vertical lines. Now you're cookin'.

When the song finishes, your music video plays back and the vote is cast.



This mode puts you in command of the board.

Marky Mark Make My Video

Everybody's a critic in the Marky Mark and the Funky Bunch Make My Video CD, including Mom and Dad. In this CD, you'll get the clues — and the criticism on your finished video — from a boxer who knows what he wants to see and what he definitely does not want to see, a chic gang who'll shame your creative genius if it's lacking, a band, and even good ol' parents.


He thinks the video should be tough. She thinks it should be sexy. Whose video will you make?

Your creative genius is really on the line as you put together a video hot enough to rank among the Top 10 Videos. Pick from Marky's songs "Good Vibrations," "I Need Money" and "You Gotta Know." Your special effects let your freeze Marky on the monitor, change colors, flash a strobe on anybody and anything, chop the video image vertically and horizontally, and even randomly jumble the whole image with a Mixer effect. You can even put lyrics across the bottom of the screen.

If you make it to the Top 10 Videos, you'll have made your Mark as a music video director...and you may even have Mom and Dad to thank for it.



Use the Smear to pixelate the screen.



The Girls give your video a "thumbs down". Try again.



Playback shows what you have made. Good mix!



Marky Mark says: "Make My Video."

C & C Music Factory Make My Video

If rap and hip hop ain't your thing, you'll get down with the sounds of C & C Music Factory. Their jammin' dance sounds have set trends in the hottest clubs across the country and are the centerpiece of the music video masterpiece you can produce with this CD selection.

Three C & C favs are ready to showcase your hidden talent: "Things that Make You Go Hmm," "Just a Touch of Love," and "Gonna Make You Sweat." You can compete against their best with your own C & C videos that'll wipe the dance floor clean. Slice, dice and pixelate to the beat of Sweat. Create videos that will make them go "Oh" to "Things that make you go hmm."

INXS Make My Video

Make My Video rounds outs its repertoire with the hot new-wave rock of INXS. Set in a pool hall where the Pool Girls are running the table until the best INXS video plays, this CD lets you prove you're a ringer at the music video directing game. Choose from INXS favorites "Heaven Sent," "Baby, Don't Cry" and "Not Enough Time" to produce four minutes of slick celluloid that will keep the pool-hall groupies jammin' while their pool cues are slammin'.

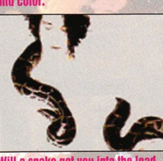
Miss the moves and your videos may be playing to an audience of one.



Special effects in the INXS videos include flame. What will you add?



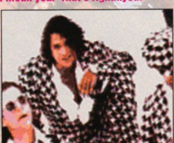
Videos mix in black & white and color.



Will a snake get you into the lead with the best video?



I mean you. That's right...you!



We'll bet your father doesn't wear suits like this!



SEGA CD

The Adventures of Willy Beamish

Willy's teacher is as snaggle-toothed as they come. She can make his last hours of school miserable!

The ghost of Willy's grandfather shows up at various points in the game with hints and tips. He also lets Willy play with his train set.

Breanna is Willy's little tag-along sister. You'll have to get away from her before you can get to the video game championships.

The nurse at Willy's school will either send him back to class or to the hospital, depending on what you do.

OVERVIEW

It's Willy's last day of school before summer vacation. You direct Willy's deeds (and misdeeds) as he weasels out of class and works on his summer goal of getting to the video game championships. Before he can get there, you've got to help him avoid his tag-along sister, escape from his nagging mother, rescue his kidnapped father, save the city's sewer plant from being blown up and have Horny, his pet frog, win first place in the frog jumping contest.

Playing The Adventures of Willy Beamish is like directing your own mini-cartoon, with a twist. Multiple endings are possible. The ending you reach depends on the decisions you make for Willy during the game. The C Button changes the on-screen cursor to a magnifying glass you use to scope out things when you enter a scene. Press the B Button to find the scene's exits and arrows pointing to interesting things you might want to explore...your sister's diary, for example. Then move the D-Button to drop it into Willy's backpack...for later use.

Characters speak to Willy. When a reply is called for, the game gives you two to three choices. The choices range from what a kid probably will say to a parent or teacher — to what he's really thinking and wants to say. Go for it! This is one time you can't get in trouble...only Willy can.



Willy Beamish is an average kid who aspires to be the video game champion of the world. Sound like anyone you know?



Showing your pet frog to Teacher will earn you a trip to the principal's office. Play your cards wrong and he'll send you to military academy.



Use the magnifying glass to check out items for clues on what to do next, and insights into Willy's world.



Items taken from the backpack can be used on characters in the game...for interesting results.

Available for IBM PC, Amiga. Coming soon Super Nintendo, Nintendo GameBoy, Sega Genesis, and Sega Game Gear.

INTRODUCING...

the HUMANS™

YOU'VE NEVER SEEN ANYTHING LIKE THEM...

EVOLUTION...To paraphrase Darwin, it's the survival of the hippest. One wrong move and you're dino-meat, one wrong step and you're a fossil, one fashion faux-pas and you're the laughing stock of the gene pool, baby. Discover tools, survive and multiply or these HUMANS are a time-line footnote. In this world of chaos and carnivores...

...Keep the tribe alive.



© 1991 Atari Corporation, licensed to Imagitec Design Inc., sublicensed to Gametek Inc., All Rights Reserved ©1991 Imagitec Design Inc. Humans is a trademark of Gametek Inc. 2999 N.E. 191st Street, Suite 800, N. Miami Beach, FL 33180

THE MAKING OF THE ADVENTURES OF Willy Beamish™

Part Bart Simpson, part Calvin (of Calvin and Hobbes) and part Dennis (the Menace), Willy Beamish has been a favorite among computer gamers for years. His wisecracking and sassy ways have made many a grown-up gamer wish for a second chance through adolescence. ("If I could only be back in high school knowing what I know now...."). Now Willy comes to life on the Sega CD with more animations, CD quality music, and the voice of Willy himself.

Humble Beginnings

Willy Beamish began life as an idea in the mind of Jeff Tunnell, a game designer who wanted to create an interactive cartoon on the computer. Working with Artist Sheri Wheeler (who had worked with Disney and Filmation and other animation studios), Jeff experimented with different images for months before deciding on the final chartacter. During this time, Willy was short, tall, fat, and skinny, not to mention punk and clean-cut, before his creators finally decided on his present image.

The Willy Beamish team consisted of more than 40 talented individuals. Shown are two of the game's programmers, Louie McCrady (LEFT) and Rich Rayl (RIGHT).

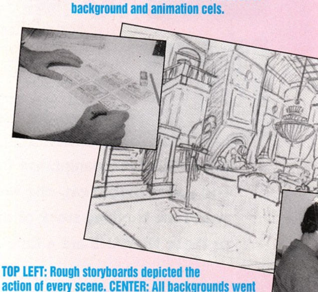
Willy Comes Alive

Once Willy's basic image had taken shape, it was up to Dynamix's team of animators and artists to give him movement and life. What they had to do was find a way to combine the techniques used in traditional animations (like Snow White, or Beauty and the Beast from Disney) with computer technology. This required cooperation between traditional animators (Sheri, working with Pat Clark and René Garcia) and the technical wizards in Dynamix's art and programming departments. Here's what they came up with:

First, writers Tony amd Merle Perutz, who had worked with NBC and Family Home Entertainment, created the basic storyline. Working with Jeff, they also worked on puzzles, dialog, and character backgrounds. Once the storyline was buttoned down, the project was passed on to the graphic artists, who proceeded to storyboard the entire game. Each and every scene was drawn in rough form before any work was begun on the actual animations or the background paintings. Once the storyboards were approved, the graphic artists started drawing and painting all the backgrounds for the story. For animated cels, such as a sequence of Willy walking across a background, the individual cels were drawn by hand in black and white, scanned into the computer and then colored using a computer paint program.

The backgrounds and animated characters are the basic building blocks of any animation, whether traditional or computer. In traditional animation, the characters are drawn on transparent plastic sheets (known as "cels" after the celluloid material used by the old-time animators), and then positioned on top of the background layers. Each cel/background sand-

FAR RIGHT; Artist Rene Garcia paints a background scene from the castle of Leona Humpford. RIGHT: The finished combination of background and animation cels.



TOP LEFT: Rough storyboards depicted the action of every scene. CENTER: All backgrounds went through the stages of rough sketch, final sketch, painting and digitizing. RIGHT: Animator Jarrett Jester uses the computer to paint black-and-white scanned cels of Willy.

wich is then photographed using an animation camera, and played back on a standard movie projector. By projecting the images at the rate of 24 frames per second, the succession of static images appears to have life and movement.

Computer animation uses the same basic technique — a rapid succession of still images to create an illusion of movement. With computers, however, the images do not exist on cels or film, but in digital format. Putting images into digital format requires several extra steps, but the benefits — flexibility and interactivity — make the process worthwhile. Here's how it works:

After the backgrounds are drawn and colored by hand, they are scanned into the computer using a color scanner. This process allows the background to be viewed on the computer screen and modified using a computer paint program. Next, the individual cels, which have already been digitized and colored, are strung together into animated sequences (known as "anims") and overlaid onto the digitized backgrounds. The computer creates an animation by playing back the anim over a background. The flexibility provided by the computer allows the animation to be looped, slowed down, speeded up, or played forward or backward.

Sega CD

One of the advantages of the CD technology is the almost unlimited disk capacity. (A Sega CD can hold more data than 500 8-meg cartridges!) With this kind of storage available, Willy's developers saw the opportunity to bring Willy Beamish to life — a truly cinematic experience!

The most important element of a movie-like experience is the quality of the sound, whether spoken words or music. First came the addition of digitized voices. With more than 42 characters in the game, the job of casting each part with professional voice talent was a significant task in itself. There followed hundreds of hours logged in recording studios, as each character's part was recorded, followed by the laborious process of converting the dialog into digital format.

In this process, the programmers, the sound engineers and the artists had to match up each line of dialog to a lip-synched, animated face that would actually speak the lines of the animated character. Because the original computer version of Willy Beamish used text boxes instead of speech, the programmers had to rewrite most of the original code. Finally, the developers added an all-new digital sound track. The new music was written from scratch and specially recorded to take advantage of the Sega CD's incredible sound quality.

It's a Wrap

From start to finish, the entire process of bringing The Adventures of Willy Beamish to life on the Sega CD took a team of more than 50 people a year of hard work. Programmers, voice talents, artists, casting coordinators, and designers spent many late nights (and a few all-nighters) putting together this interactive cartoon. But that's just the beginning. After a short break to catch their breath, the team of wizards at Dynamix is already moving onto their next Sega CD project — an all-new version of their best-selling science fiction shoot-em-up, Stellar 7.

TOPRIGHT: Composer Chris Stevens integrates mucis and sound effects to gameplay. ABOVE: Quality Assurance personnel spent countless hours testing and retesting Willy Beamish to ensure that the final version of the game was trouble-free.

RIGHT: Requiring seven full-time animators in a team totalling more than 40 members. Willy Beamish is easily the largest project Dynamix has ever undertaken.



OVERVIEW

Karaoke, Japanese for "vacant orchestra," started in Japan about 15 years ago and has been quietly booming ever since. Commercial karaoke machines can reduce or eliminate the vocals of popular songs, and allow would-be lead singers to gain their fifteen minutes of fame on the stage of bars, clubs, and theaters. Today, karaoke has become a wildly popular pastime, and has invaded all walks of Japanese social life.



Limited Time Offer!

Sega of America is running a special limited time offer. For the next few weeks, Sega will be taking orders directly for JVC's latest karaoke CD: Hot Hit 16 — Volume 1.

This sizzling CD includes 16 songs made famous by some of today's hottest performers, including Madonna, R.E.M., Michael Jackson, Billy Ray Cyrus, the B-52's, and more! Each disk, packed with songs and videos, is just $29.95, plus shipping, handling and applicable sales tax. To get your copy, just clip (or copy) and mail the coupon below to:

ORDER FORM

Name		City	
Address		Zip	
State		Daytime Phone ( )	
Home Phone ( )	Qty	Price	Totals
		29.95	
Please send me my JVC Hot Hits Volume 1. I am enclosing $29.95 per copy, plus $2.80 shipping and handling and applicable sales tax (CA residents)		Subtotal	
		California Resident Sales Tax	
		Postage & Handling	2.80
Part # 6414		Total Enclosed	

❑ Visa or ❑ MasterCard accepted

Credit Card #________

Expiration Date________

Please allow 4-6 weeks for delivery. All orders subject to availability.

Important! Send all orders to:
Sega of America
Attn: Parts Order Dept.
3375 Arden Road
Hayward, CA 94545

Now, thanks to Sega CD™ and JVC, everyone can enjoy the excitement of karaoke at home.

Just pop a JVC karaoke disk into your Sega CD, hit Start, and you're already half-way to stardom! You'll hear the song play in stunning stereo sound, and watch video clips for the song on the screen. Most important, you can sing along just by following the lyrics as they scroll across the screen. JVC has eliminated the lead vocals on these popular songs, so you can be the star!

If you prefer, you can place your order by phone by calling 1 (800) USA-SEGA. Phone orders require a valid credit card. Please note that this number is for orders only. If you would like information about this or any other Sega product, please call (415) 591-7529.



That's why it hurts so bad
to hear the words
that keep on
falling from your mouth.



And, coming soon, there will be a wide range of karaoke disks available from JVC, featuring a HUGE selection of performers. The fun is just beginning!

Sega, the leader of technological innovation in the home entertainment domain, once again takes the lead in offering affordable karaoke to everyone. Call Sega today to get your taste of this exciting new development in personalized music!

TEST YOUR ELECTRONIC ARTS AQ (EA ATTITUDE QUOTIENT):

R U A GENESIS GENIUS?

PART 4

What's your Electronic Arts AQ (Attitude Quotient)? Take this quiz* and see if you have what it takes. Write the answers to all seven questions on your completed entry form and send it in. If you have a high AQ you could win 3 Genesis titles from Electronic Arts.

*Missed the first three quizzes? No sweat. It only takes one quiz to test your AQ.

QUESTION #1

Q: IN JOHN MADDEN FOOTBALL™ '93, WHICH NEW FEATURE *WON'T* YOU FIND:



A. The "No Huddle" Offense.
B. 38 Pro Teams, including the eight greatest-ever teams as picked by Madden himself.
C. Halftime show featuring Roseanne Barr-Arnold.
D. Game stats for players and teams saved on battery back-up.
E. Madden's digitized voice, blasting out comments like "Boom! Where'd that truck come from?"

QUESTION #2

Q: IN NHLPA® HOCKEY '93, A ZAMBONI™ IS:

A. A naked fan streaking across the ice.
B. When the puck gets stuck in the goalie's jock.
C. The grunt you hear when a stick hits something other than the puck.
D. When the line to the ladies room wraps three times.
E. The machine that grooms the ice between periods.



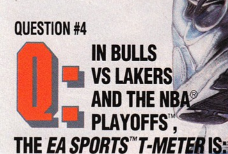
QUESTION #3

Q: IN LHX ATTACK CHOPPER™, THE HELICOPTER IS SO TOP SECRET THAT:

A. Pilots have to fly blindfolded.
B. No one has ever seen one in operation.
C. They can only fly at night or on Superbowl Sunday.
D. They're made of glass so they don't even cast shadows.
E. The guy that designed the rotor doesn't know what it goes to.



QUESTION #4



Q: IN BULLS VS LAKERS AND THE NBA® PLAYOFFS™, THE *EA SPORTS™ T-METER* IS:

A. A new device for making clutch free throws.
B. A dipstick for the locker room tea service.
C. Jersey size for players over seven feet tall.
D. A unit to measure how far coaches throw chairs.
E. A rap version of the Star Spangled Banner.



QUESTION #5



Q: IN CRÜE BALL™, HEAVY METAL PINBALL, YOU CAN:

A. Talk with a Liszt.
B. Eat a bowl of Schubert.
C. Smash a bust of Beethoven.
D. Get a Handel on your life.
E. Get off on Chopin veggies.



E A

QUESTION #6

Q: IN LOTUS TURBO CHALLENGE™, THE OPERATIVE F-WORD IS:

A. Flatulent.
B. Frilly.
C. Female.
D. Fast.
E. Foul.



QUESTION #7

Q: IN ROAD RASH™ II, WHICH WEAPONS CAN YOU CARRY:

A. Clubs and chains.
B. An accordian and a license to use it.
C. A boom box playing Barry Manilow's Greatest Hits.
D. A bag of chili pepper suppositories.
E. A dead white poodle named Fifi.





THINK YOU HAVE A HIGH AQ? PROVE IT! WIN BIG WITH ELECTRONIC ARTS.

SEND IN YOUR ANSWERS AND SEE THE ENTRY FORM BELOW TO FIND OUT WHAT YOU COULD WIN.

ANSWERS TO PART 3:

#15 D #16 C #17 B #18 E #19 D #20 D #21 B

ANSWERS TO THE PRO BOX FROM PART 3

#1 Thrynn #2 The Fierce Fish Win the Cup #3 Natasha #4 Incredible Eagle

WATCH FOR QUIZ PART 5

for the answers to Quiz Part 4.

FAST FINISHER BONUS



Wear it on your sleeve! Free Electronic Arts "EA Attitude" T-shirts to the first 50 entrants who send in completed entries. Earliest postmark wins.

PROVE YOU HAVE A HIGH AQ:

Just fill out this form and mail it to us. All completed entries qualify for a drawing to win any 3 Genesis games from Electronic Arts, including these hot soon-to-be-released titles:

TONY LARUSSA BASEBALL™ — Coming soon from EA SPORTS. Play a full season, compile player stats, and even choose your dream team from all the players of the big leagues. The most realistic baseball game to hit 16-bit!

DESERT STRIKE™ II — A new threat has emerged from the jungles of South America, and now it's time to win the war on drugs. Use new vehicles and weapons to battle an evil Drug Lord in 9 new explosive campaigns.

JAMES POND™ III — Pond is back, and wetter than ever! This time he's got the help of a springy new sidekick, Furrel Frog. Control fish or frog in this new exciting adventure in the James Pond series.

Your Answers

#1_____ #2_____ #3_____ #4_____ #5_____ #6_____ #7_____

Name

Address Apt.

City State Zip

Daytime Phone Birthdate (month/day/year)

Send completed Quiz to:
AQ QUIZ PART 4, Electronic Arts, 1450 Fashion Island Blvd. San Mateo, CA 94404
(Entry must be postmarked by 3/31/93, drawing will be held 4/16/93.
Winner will be contacted by mail.)

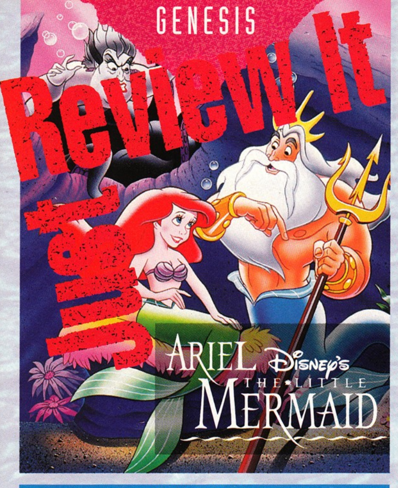
_____ I would like to be a Genesis game advisor to Electronic Arts. Give me a call sometime.

Employees of Electronic Arts, their agencies, or affiliated companies are not eligible.

Sega and Genesis are trademarks of Sega Enterprises Ltd. Bulls vs Lakers and the NBA Playoffs, John Madden Football, Road Rash, and LHX Attack Chopper are trademarks of Electronic Arts. Crüe Ball is a trademark of Mötley Crüe, Inc. NBA is a registered trademark of NBA Properties Inc. NHLPA is a registered trademark of the National Hockey League Player's Association. EA SPORTS is a trademark of Electronic Arts.



Review It




Triton carries a powerful trident.


This boss has a fiery temper. His head is the weak spot.


The sails of the sunken ships hide polyps and sharks. Use the map to find the polyps so you don't wander around and become shark food.


Fishfriends can be selected from this screen. Press Button B after the map. Each friend can help you out of a jam.


Ariel has her magic voice as a weapon.


Use Digger Fish to uncover treasure in sandy areas.


Scuttle's store appears at a different place in each round. Use your treasure to stock up on items you really need.


Treasure Chests can be opened with a touch. They contain items that will restore your health meter and give you more treasure. There is one at the bottom right of the first level.


Press the pause button to call up the Map screen. It shows the location of the remaining polyps and where you are.

OVERVIEW

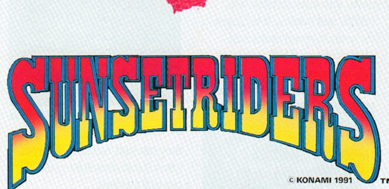
Disney's famous Little Mermaid is coming from the silver screen to your Genesis. This lighthearted adventure stars Ariel, King Triton and all your favorite characters from the movie. The evil Sea Witch Ursula's eight arms are reaching toward King Triton's undersea kingdom, turning all the Merpeople into sad little polyps. You play as Ariel or as King Triton. Depending on who you choose to be, you must turn the polyps back into Merpeople and then rescue either Ariel or Triton from the Sea Witch's Dark Lair.

Ariel Disney's The Little Mermaid takes place across four giant mazelike levels leading to the Dark Lair. Ariel and King Triton each have a normal and a super weapon. Ariel's normal weapon is her magical voice. Her super weapon is a big shower of magical stars. King Triton is armed with a fireball from his golden trident. A thunderbolt serves as his super weapon. You can also call on Fishfriends to help along the way. Sebastian clears enemies off the screen, Flounder pushes obstructions out of your way and the digger fish digs into sandy areas to uncover all sorts of interesting items. You'll find keys, hearts to regain your health meter, plus coins and gems so you can make purchases.

Under 'da Sea

Each of the Undersea Levels is a game unto itself. In the Reef, you'll encounter big, hungry sharks, electric eels, spiny sea urchins and nipping clams. The Sunken Ship is inhabited by ghostly, pirate skeletons who fight until they are just a pile of bones.

The mazelike aspects of the game are more suitable for older gamers. But the movie characters and basic gameplay are oriented to give younger players a good gaming experience. Ariel Disney's The Little Mermaid will have you humming "Under the Sea" in no time.



OVERVIEW

Sunset Riders is a strong translation of the arcade hit. It's a Wild West Shoot 'em up that pits you in a gun-to-gun series of showdowns against some of the meanest villains ever to tote a six shooter. One or two players simultaneously can collect mucho dinero by tracking down the faces on the wanted posters. Or just for laughs, you and a friend may prefer to sling it out as dueling Bounty Hunters in the Versus Mode.

Each mission is a running gun battle through western territories full of stacked crates and other obstacles. In each territory the gangs of the wanted men wait to drygulch you, shooting you in the back or worse. At the end of each territory you must have a showdown with the wanted man and his meanest cohorts. If you take him down you'll collect the bounty...and go on to a bonus round.

Along the way, you'll see leather pouches containing everything from rapid fire bullets to money and dynamite. There are stars that give you access to the bonus level at the end of each stage and in many places, money just lying around for the taking. Just don't stand around too long or you'll draw fire from some itchy trigger-fingered rascal.

Sunset Riders has sound and music that are echos of the Old West, from ricochets to digitized "yipees!" You'll find that Sunset Riders rapid fire action moves as fast as the Pony Express. Remember these words... "The reward for success is cold, hard cash and the reward for failure is a cold, hard tombstone." What are you waiting for? Grab leather...Pilgrim.

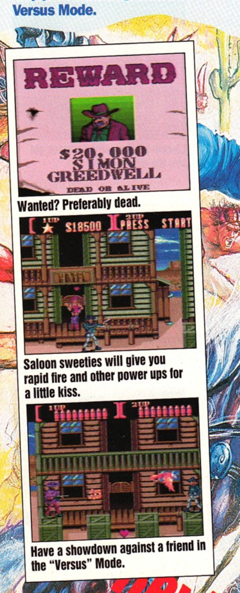




Yep. Dead is better. Collect your reward.



Foller that there wagon. The settler girl inside will throw you money, extra lives and other good stuff.



Wanted? Preferably dead.

Saloon sweeties will give you rapid fire and other power ups for a little kiss.

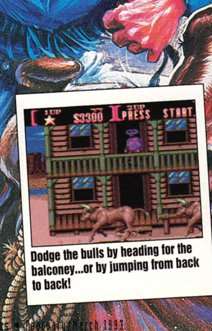
Have a showdown against a friend in the "Versus" Mode.



You done rescued the woman. "Thank you, nice boys"!



Play as Billy Cool...



Dodge the bulls by heading for the balconey...or by jumping from back to back!

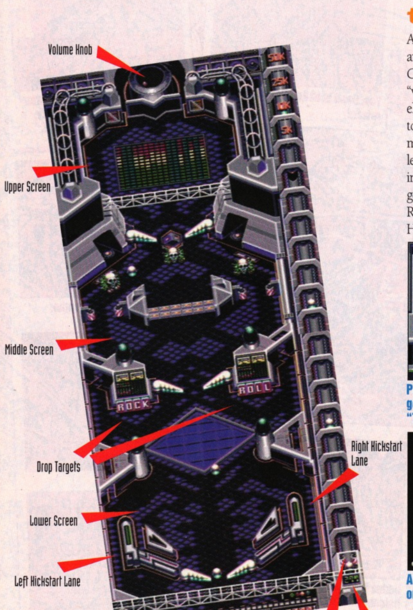


...or as Cormano Wild.



OVERVIEW

Much like Tengen's Dragon's Fury, this is a true pinball title designed by and for pinball heads. Whether you are a novice or a fanatic, this vid-pinball cart feels like the real thing...with effects mundane pinball machines only can dream about. Crüe Ball gives you a wild kind of tunnel-vision. All the background noise disappears. It's just you and the ball...and the sound of Crüe-zic!



The game table has been broken down into three sections: top, middle and bottom. It recreates the sounds, speed and actual physics of a steel ball in motion. You can even put body English on the table by hitting the B-Button.



Skulls with sandals and green dreadlocks (Dreadheads) trundle across the gates. Bash 'em with the ball for extra points.

Crank up the Volume

As soon as you power up the ball and let it fly, the weirdness begins. Crüe Ball can be played as nine "volume levels" (read difficulty levels). Each has a progressively tougher set of requirements to meet before you can play the next level. Things you have to do include knocking down drop targets that read HEAD BANGER and ROCKROLL, destroying the Dread Heads, quashing crabula before



Pound Craig, Keeper of the Wall to get a free ball and a chance to "TURN UP THE VOLUME"!



Alister Fiend, Crüe Mascot, pops up on the screen from time to time.



Crüe Ball will keep the neighbors up all night.

they can start hatching maggots (gross!) and demolishing the 18 cerebral Cyclops.

Each volume level has a "way cool" bonus round with a totally new game layout. To get there you have to, among other things, knock down all the ROCKROLL and JUMPRAMP targets. You wind up in a game of what can only be described as headbanger vid-pin football.



Launch off the Jump Ramp to get into the Bonus Game

Tunes licensed from the Crüe include Dr. Feelgood and Home Sweet Home. If you like pinball, metal and Alister Fiend, you'll have a speaker-blastin' good time with Crüe Ball.

"...Fellow Rockers, don't despair
Don't touch that dial, don't cut your hair
Above the crowd you'll hear the cry
"Metal is Too Young to Die!""
quote from Metal Mission.



The Bonus Game pits you against a wall full of skeletons.

Lightening Force

QUEST FOR THE DARKSTAR

OVERVIEW

Lightening Force is a hot 1-player space shooter with arcade-quality graphics, action and digitized sound. It puts you in control of a high-powered attack ship against the evil forces of the Kha-Oss Legion. Your Lightening Force mission has two parts: First you lead an attack to take out the planetary defense weapons. Then you journey to Vios for a search and destroy mission on the Luhan Battle Computer Core.

Pick a Round... any Round...

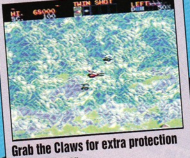
Lightening Force has an option screen that allows you to set the skill level to your playing ability. You can make the game a good test of your skills, or turn it into a supergamer's gauntlet of Kha-Oss firepower!

Begin your battle against Kha-Oss by selecting the order of the first four areas you infiltrate. The areas are Strite, an above-sea Kha-Oss training ground; Daser, the central planet desert region; the destroyed city of a once-peaceful civilization called Ruin; and a sky battle over the eastern planet area called Air-Raid.

If you complete these areas, the game will automatically put you into the following rounds. You start out with two types of weapons, the Twin Shot and the Back Shot. Power ups you capture from enemy ships increase your firepower front and back, plus give you shields and extra lives. Additional weapons include the Rail Gun, which fires laser-like beams of energy backwards, and the Blade Gun, sharp, whirling energy blades that slice anything in their path. Changing weapons is easy. The weapons you have are shown across the top of the screen. One of the three buttons will be the Weapon Select, depending on how you configure the control settings. You can change and blast on the fly, with no pause necessary.

Lightening Force is a heavy-duty sky blaster that will keep your fingers pounding. Test your fly 'n shoot skills in the land where Kha-Oss reigns.

Save the more powerful weapons for when you really need them. Stored weapons are brought back after you lose a life. But the weapon you were using is gone until you can find another.


Grab the Claws for extra protection and firepower.


A combination of Rail Gun and Blade Gun will beat this slithering menace.


Use close range Back Shots to destroy the ship, fighters and missiles.


Shoot and dodge fast or you'll get a tail whipping!

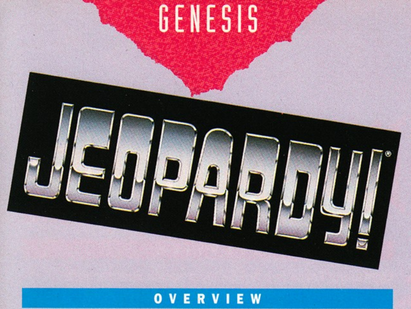

Look out behind! It's the Kha-Oss underwater battleship.


Fly below the water to avoid the battleship. Watch out for heat-seeking missiles that follow you down.


Pick up the shield to protect the ship from the electro-spheres.


Battle this bionic bird brain to keep the other cities from ruin.


This is the real Desert Storm!



OVERVIEW

Jeopardy is a nice break from action, RPG and sports games. It's is a family title that is especially fun for all older gamers and those who like "brain games."

The graphics of the game have been digitized directly from the long-running TV show. The player icons look like real game show contestants. And just like the TV version, each contestant reads the answer and tries to be the first to punch a button...if they think they have the correct response. With the 3 player option, Players 2 and 3 share the second controller and Player 2 hits the direction pad side.

The three contestants select an answer from six different categories and five different dollar amounts, and must enter the correct question to win that dollar amount (an incorrect response subtracts that value from your total; thus Jeopardy). You enter what you think is the correct response and the computer forms it into a question. When all 30 of the answers are questioned, you then go on to Double Jeopardy with the five dollar totals on each category doubling. At the end of the game there is a Final Jeopardy category where you bet any or all of your winnings on the final answer. Win and you double your bet. Lose and you lose it all. The person with the highest dollar total wins. The only drawbacks to Jeopardy are that you have to enter the answers by selecting the individual letters from an alphabet; and that you cannot pause the game during a question. Otherwise, Jeopardy is as much fun as the TV game.

Jeopardy is a fast-paced family game for trivia junkies that tests your knowledge of the world.

The famous Jeopardy studio is known to million of fans worldwide. Here's your chance to get on!

If nobody knows the answer, Alex Trebec will fill in the blanks.

Questions must be answered within nine seconds.

The Jeopardy screen shows the question categories and dollar amounts.

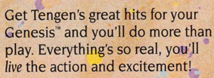
The second round of play is Double Jeopardy.

Double Jeopardy has double dollar values for double the fun and double the profit!

You know what this is...a chance to double your money.

Use the D-Button to enter your answer.

Hit! Fly! Shoot! Ride!



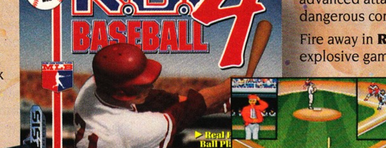
Get Tengen's great hits for your Genesis™ and you'll do more than play. Everything's so real, you'll *live* the action and excitement!

RBI™4 has such awesome animation, graphics, sound and realistic play, you'll experience every crack of the bat, every roar of the crowd as you play in the big league!

In **STEEL TALONS**,™ feel your stomach drop, your hands sweat and your heart pound as you fly the Army's most advanced attack helicopter on dangerous combat missions!

Fire away in **RAMPART**,™ an explosive game of superb strategy, graphics and action, as you seek to conquer the Middle Ages!

Ride your bike with twice the fun and laughter when you wreak mischief as **PAPERBOY™ 2**!



Super real baseball graphics and action — and more!

On Sale Now!

On Sale Now!

Advanced combat flight simulator with 360° polygon graphics.

On Sale Now!

Build fortresses and position cannons before the battle!

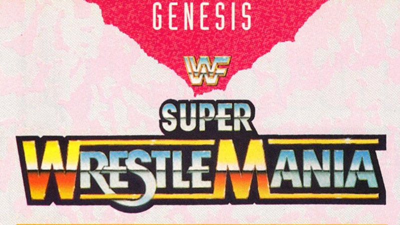
All-new graphics with action on both sides of the street! Coming Jan. '93!

Buy the full line of Tengen hits at *Toys "R" Us, Kay-Bee Toys, Target, Babbage's, Electronics Boutique, Software Etc.* and other fine retailers!

Or call **1-800-2-TENGEN** to order.

TENGEN VIDEO GAMES

PAPERBOY: TM and ©1984 Atari Games Corp. Licensed to Tengen, Inc. ©1991 Tengen, Inc. All rights reserved. RBI: TM and ©1987 Atari Games Corp.; licensed to Tengen, Inc. ©1991 Tengen, Inc. All rights reserved. RAMPART, STEEL TALONS: TM Atari Games Corp.; licensed to Tengen, Inc. ©1992 Tengen, Inc. All rights reserved. Sega, Genesis and Game Gear are trademarks of Sega Enterprises, Ltd.



WWF Super WrestleMania

OVERVIEW

WWF Super Wrestlemania is the hard-pinning hit Hulksters have been waiting for. Eight of your favorite wrestlers go toe to toe in one-on-ones, tag team, four-on-four survivor series and Championship rounds. One-player or head-to-head with your bud, either way you're in control. The bell is sounding on your personal ring war.

Heavy Muscle Moves

Before the opening bell, you choose among three difficulty levels, one- or two-player mode, the type of match and your wrestlers. The roster includes some of the greatest wrestlers ever to mash an opponent on a turnbuckle: Randy Savage, Irwin R. Schyster, The Ultimate Warrior, Shawn Michaels, Papa Shango, Ted Dibiase — The Million Dollar Man, The British Bulldog and last but by no means least, the king himself, Hulk Hogan. Hulkmania has never been better.



Play as the top wrestlers in the game!

The moves are straight out of the ring. When both wrestlers are standing, you can punch, kick, run with a flying drop-kick finish and lock up your opponent. When you're locked up you have access to a new set of moves. Do a killer body slam, brain-numbing headbutt, suplex and toss your opponent to the ropes. When your opponent is down, try out your elbow drops, stomps and flying elbow drops. You can even do a full crash. The action is definitely not limited to the canvas. Bodies will spill in and out of the ring. Each of the contenders has his own special move activated by pushing both A and C buttons: The Ultimate Warrior's Gorilla Slam isn't wrestling monkeyshines, Schyster's Write Off is right on, Hulkster's Leg Drop makes pressed meat out of your opponent and the Million Dollar Man's Million Dollar Dream becomes your opponent's million-dollar nightmare.

The bell has sounded. The frenetic fans lean into the ropes as the battle of the behemoths begins. Match time! Give 'em something to scream about.



When you are locked up with your opponent, press Button A for a vicious headbutt.



Throw your opponent into the ropes, then press Button B for a Flying Drop Kick.



Get your opponent down and press Button B for a brutal Elbowdrop.

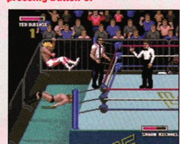


Button C in a lockup will deliver a super Suplex.

Kicking your opponent when you're squared off against him wears him down. Then you can use your special moves to finish him.



Come off the turnbuckle with a Flying Elbowdrop by climbing up, then pressing Button C.



The Flying Elbowdrop works in and out of the ring.



In Tag Team matches, your partner will back you up if you get into a tight jam early in the match.



The Duel mode is a non-stop cybernetic slugfest; may the best metallic brawler win. You can play against the computer, against a friend or with your bud against the computer for a two-on-two cyber clash that will rock the galaxy.

Making the Perfect Machine



The Assembly Room allows you to select from over 200 combinations of cyborg components to build your perfect warrior. Use the D-Button to preview the Hand, Body and Leg styles available. Hands give you different weapon capabilities. Bodies offer varying amounts of armor protection. Legs control the speed and jumping ability of your warrior.

Combat!



The Front Kick is the most effective fighting maneuver in the game.



To cross the chasm, move to the edge and jump. In mid-air, kick yourself higher. Land safely and keep on fighting.



Use the Overhead Smash on opponents without heavy head armor.



Inflict enough damage on your opponent and you can really tear him apart.

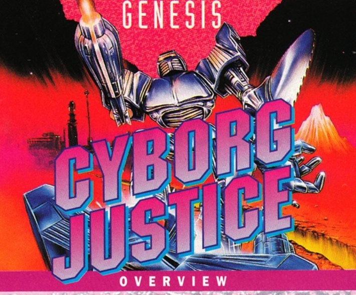


Boss Cyborgs are the toughest and most heavily armored of all. They'll discharge their big weapons first, before attacking hand-to-hand.



Force your opponents onto Death Traps. Their strength meters will be eroded, saving yours for the next battle.

Just Review It



Cyborg Justice is the ultimate hand-to-hand, future-combat challenge. You build powerful cyborg warriors from over 200 combinations of armor, legs and weapons...each unique battler ready to hammer their opponents into galactic junk. The action takes place across alien landscapes filled with death traps. There are two modes, Arcade and Duel. Arcade mode pits you against 16 levels featurings progressively tougher cyborgs. Each level has sets of three opponents...plus a cyborg boss. You must fight all three on one strength meter, which is restored between sets.

Hands

Normal Hand



The normal hand delivers a solid blow that will rattle armor.

Crusher Hand



The Crusher spins spiked balls, shredding body armor.

Saw Hand



The Saw can cut off cyborg arms and legs.

Launch Hand



Launch hand fires a projectile that does major damage.

Laser Flame Hand



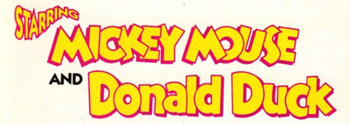
You can blast opponents across the screen with the Laser.

Fire Spray Hand



This hot hand will put your opponents into meltdown.

World of Illusion



OVERVIEW

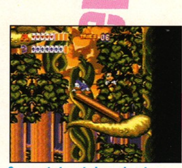
Mickey, Donald and all your favorite Disney characters have returned to Genesis in a sequel to the highly popular Castle of Illusion. This time, apprentice magicians Mickey and Donald discover an old magic box. Of course the adventurous duo have ventured inside...and fallen back into the magical, mysterious World of Illusion. The evil wizard won't let them leave until they pass the tests of each magical area. And of course, in the World of Illusion, nothing is as it seems!



Follow the spider's web to get out of the grotto.



Five passes of the magic cloak will win you a magic item from the giant spider.



Cooperate to get places in a two-player game. Try bouncing each other off teetertotters.



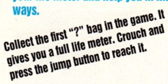
Move too fast on the magic carpet and you'll miss rows of "?" bags.



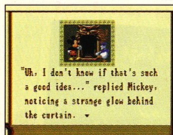
Keep the bubble of air away from sharp, spiny objects by pressing Button C for upward motion.



"?" bags contain items that increase your life meter and help you in many ways.



Collect the first "?" bag in the game. It gives you a full life meter. Crouch and press the jump button to reach it.



Donald's eagerness to explore the magic box starts the trouble.



The magic cloak turns enemies into harmless, happy critters.





A missed jump in the cloud-filled sky will send you tumbling. The small clouds will hold your weight for only a few seconds. Larger clouds are more stable and some even move you around! Watch out for mini-tornadoes.

"I WAS RACING MY
BUDDY AT 172 WHEN
I GOT SOMETHING
IN MY EYE"



NEW TWO-PLAYER SPLIT SCREEN MODE MEANS NOW YOU CAN NOT ONLY RACE YOUR FRIENDS, YOU CAN ERASE YOUR FRIENDS.
BUY ONE OF 15 LIGHTNING FAST BIKES—WIN ENOUGH AND YOU'LL GET NEW NITRO-EFFECT TO BLOW BY COPS WHO ARE WAY BENT ON CATCHING BOTH OF YOU.
BIKE BRAWLING JUST WENT 2 PLAYER


EAT IT BIG TIME IN NEW BODY-TORQUING WIPEOUTS. OR CATCH HUGE AIR TO SURVIVE MORE HAZARDS, TRAFFIC, COWS, MOOSE AND A NASTIER GANG OF BIKERS.
GRAB THE NEW UGLY CHAIN OR THE OLD TRUSTY CLUB—BOTH WEAPONS WILL LAUNCH YOUR FRIEND INTO GUT-WRENCHING HEAD PLANTS, ENDO'S AND FACE SKIDS.
R—ROAD RASH II
ROAD RASH II
SEGA
ELECTRONIC ARTS HINTS HOTLINE
1-900-288-HINT
ELECTRONIC ARTS HINTS HOTLINE
GET ROAD RASH™ II FOR YOUR GENESIS. JUST CALL (800) 245-4525 ANYTIME OR STOP BY YOUR LOCAL RETAILER
ELECTRONIC ARTS
SEGA GENESIS
95¢ FOR THE FIRST MINUTE, 75¢ FOR EACH ADDITIONAL MINUTE.
IF YOU ARE UNDER 18, BE SURE TO GET YOUR PARENTS' PERMISSION BEFORE CALLING. HOTLINE REQUIRES TOUCH-TONE TELEPHONE. MESSAGES SUBJECT TO CHANGE WITHOUT NOTICE. ACTUAL SCREENS FROM SEGA GENESIS VERSION. ROAD RASH™ II IS A TRADEMARK OF ELECTRONIC ARTS. SEGA AND GENESIS ARE TRADEMARKS OF SEGA ENTERPRISES LTD.

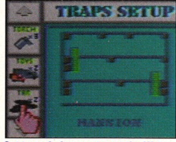
HOME ALONe

OVERVIEW

In the hit feature film, he was where every kid wanted to be: Home Alone. Now Kevin brings his arsenal of tricks to the small screen. Home Alone Game Gear will keep you on the run as you try to foil the Wet Bandits and collect items to arm yourself in the process.

JUST REVIEW IT

You, as Kevin, try to outsmart the bad guys as they cruise around the neighborhood, burglarizing empty homes. You have about a minute before the looting begins. Use your time to sled around and snowplow through snowmen who may have all sorts of useful items buried underneath them: toys to use as burglar traps inside the house, tires you can jump on inside the house (to help you reach useful items on high shelves) and batteries to juice up your sled's limited power.



Set traps in houses to get the Wet Bandits. The entrances are good places to begin.

To Catch a Thief

You've got to enter the house to set traps. This is where your kid's sense of justice can prevail. Scatter marbles at the top of the stairs, drop gooey tar just inside the front door or turn the heat on with a blow torch.

Once the crooks are inside, you have to defend yourself with more than just your kid-smarts. Lead the crooks on a wild-goose chase toward the traps. Be alert or



Plow through snowmen with the sled to find torches and other useful items.

you'll get caught in your own traps! Your weapon is a BB gun or one of your homemade weapons...provided you've picked up enough of the correct parts. Press the Start button to access the Weapons screen. If you've collected parts in each of the three boxes across the bottom, you can use the wrench to assemble an amazing arsenal of rifles, launchers, mortars, bazookas and grenades. Each weapon platform has a different range. Mix and match parts to ensure the meanest weapons are at your disposal.

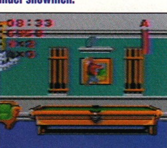


The Weapons screen displays your choice of available weapons and tools.

The parts for weapons include things only a kid would find valuable: crossbows, rubber bands, balloons, snowballs and BBs. The parts will appear inside the houses in unusual places, so be on the lookout for flashing items.

Keep tabs on the Loot meter at the top of the screen. When it's full, the burglars have ransacked a house...and you've disappointed the neighbors. In Beginner mode, you've got 20 minutes to foil the crooks (40 minutes in Expert) and save the five houses before the police arrive. You're a kid. Who needs the coppers, anyway?


Inner tubes give you an extra spring to reach high items. Find them under snowmen.



You find three or four useful items on the shelf over this pool table.


If the bandits catch you first, they'll leave you hanging.



Go after the Wet Bandits...if you think you're tough enough to take 'em on!



Hot coal weapons are the most powerful weapons. They raise the crooks' Pain meter to the melting point.

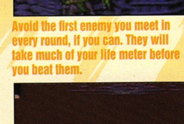


Searching the houses before you set up the traps will enable you to get the weapons parts without getting caught in your own traps. Don't forget to use your tires!


Save Alchemy for the moments you need it most.




Avoid the winged demons by jump-spinning.

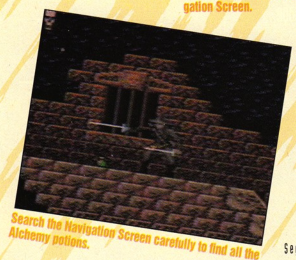

Avoid the first enemy you meet in every round, if you can. They will take much of your life meter before you beat them.


You'll find Alchemy potions on the platforms at the start of Realm 1.

Chakan's spin attack works well on flying enemies.


Get behind this rock-throwing demon, then attack. You'll open up the passageway.


Lose your life meter and Death's Ferry will take you back to the Navigation Screen.


Search the Navigation Screen carefully to find all the Alchemy potions.

OVERVIEW

Chakan The Forever Man is a hot adventure game based closely on the Genesis title. The key aspects are magic, swordplay and the ability to enter many worlds from the Center of Time. Chakan, arrogant warrior, challenged Death to a duel and won. The reward for his victory? Eternal life. But you can't cheat Death. Now Chakan must wander in agony, haunted by the pain of Death's victims, until all the beasts of darkness have been destroyed.

Your adventure starts at the Navigation level. Each portal leads to an elemental realm that Chakan must conquer.

The Elements of Magic

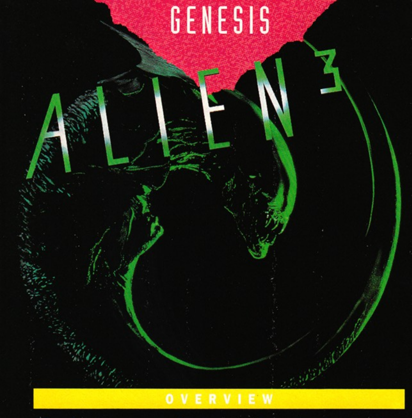
Access the Alchemy screen by pressing start during play to call up a list of Alchemies possible with the potions you have. Alchemies can: summon Death to return you to the Navigation Level, slow down enemies for a time, destroy or damage all the enemies on screen, shield you from injury, make you invisible, double your weapon's power and even completely heal all your injuries.

Chakan's main weapons are the very deadly Twin Swords. Along the way you'll find weapons for other uses: the Fire Swords, Ice Swords, and lastly the Lightning Swords, which throw out scorching bolts of electricity.

In addition, Chakan has some great techniques. He can roll to quickly avoid enemies or to get through narrow passages. There's a Jump Spin that occurs when you hit jump twice, for a high spinning leap. The Jump Spin Attack is the Jump Spin plus the sword button, for a serious slicing spin.

Any gamer who likes magic and swordplay in their button-pounding sessions will find Chakan a perfect adventure game to go.

Just Review It



OVERVIEW

Alien 3 grabs gamers with the same intensity that the hit film of the same name grabbed audiences. Ripley's on a self-appointed seek and destroy mission...seek out and rescue the prisoners taken captive by the aliens and destroy as many aliens as possible in the process.



Fall off the treadmill and you'll wind up in the refinery fires. Jump with the D-Button Left to make the ledge.



The radar will spot offscreen enemies, giving you a second or two of warning before they attack.

This game is chock-full of the most a-maze-ing areas you'll ever navigate on the Game Gear. To locate the prisoners, you have to run the many passages, tunnels and ladders to the other levels. You're not totally in the dark, though. Access the Radar Screen by pressing the Down and 2 Buttons to pinpoint the prisoners. Enroute, you may discover that the easiest route to the captives is not always the shortest.



You'll find the first two hostages... and a medpack...straight down the ladder and to the left in Mission 1.

Alien 3 is packed with secret areas. Crawl blind into every darkened space with guns blasting. You've got what it takes to do it...and succeed. Your battles to release the prisoners and kill the pods of aliens are limited by timer, so move it!



Force aliens into a corner by firing diagonally with the machine gun, then keep firing until they are toast!

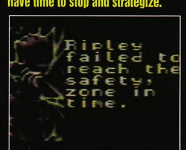
Alien-Blasting Arsenal

Your weapons are an alien blast. Your arsenal includes: the Machine Gun, a primitive but effective rapid-fire weapon; the Flame Thrower, a fairly nasty weapon that quick-fries those aliens to a crackly crunch; the Grenade Launcher, your most powerful weapon...but with this one, timing is key; and lastly, your most versatile weapon, the Hand Grenade. You can do lots of damage with the Hand Grenade: drop it down holes, toss it around corners and even pelt it into dark areas before entry. Each weapon has limited ammunition. You'll have to search for more if you run out.

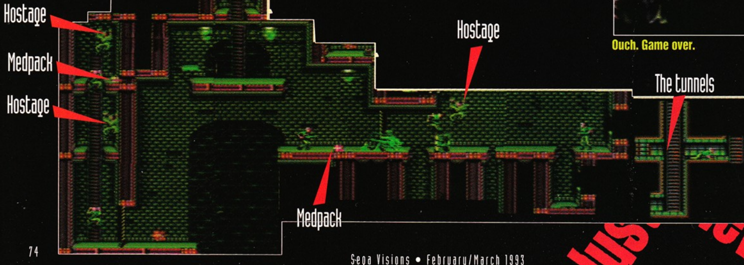
Alien 3 is a challenging adventure. The aliens who thought Ripley on the big screen was bad news haven't met you on the small screen!

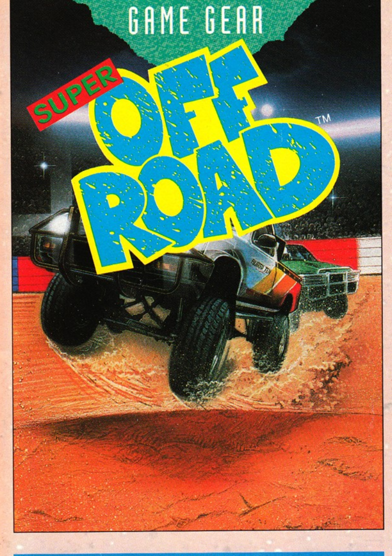


You can't run from facehuggers. Shoot them on the run. You don't have time to stop and strategize.



Ouch. Game over.





OVERVIEW

Super Off Road has chewed up the track on game systems coast to coast. The Game Gear version is no exception. This one- or two-player gear-to-gear game revs your RPMs to the max with high-speed, dirt-track stadium racing. It offers a choice of races that put a new spin on "fun on the run." You drive gut-jarring dirt tracks, four-wheel over jumps, splash through water, slide through mud and engage in a little friendly demolition. Survive four laps and you could be steering your mean machine into the winner's circle. C'mon, strap yourself into the cab! The flag is about to drop!

Start Your Engines!

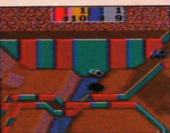
Sixteen blistering tracks put your racing mettle to the pedal. If real-life racing tests your instincts and physical limits, this fast-track game challenges you with on-track obstacles, dirt mounds and water traps that even a pro driver can appreciate. Some of the obstacles can steer you toward higher earnings and greater acceleration. You collect Bonus Bags of cash and extra containers of Nitro Fuel during the races by driving over them. Blast through U-shaped hairpins by pressing Button 1, the accelerator button, then punch Button 2 to hit the Nitro once you've hit the straightaway. This short-lived atomic blast of energy will rocket you into the lead.

You start off with three lives. Each time one of the computer-controlled racers beats you across the finish line, you lose a life. After each race, you go to the Speed Shop to spend your earnings. You can buy Nitro units, new tires, shocks, acceleration and higher top speed. Don't bother to save money as this won't help you win the next race. Half the fun of this game is flying off the ramps and hitting the water traps, but try to avoid them as they will slow you down. The more obstacles you miss, the faster the race.

If you've got a bud with a Game Gear, the added competition of playing each other adds to Super Off Road's driving challenge. Hit the dirt and may the best driver win.



Cash bags lying on the track can add $10,000 or more to your winnings. You need money to upgrade your vehicle.

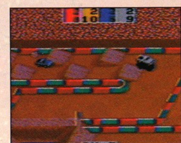


Jumps may look wild, but could land you in a water trap and slow you down. The best time wins the race.



Super Off Road is won in the corners. It's the best place to knock your opponents off-course...and the best place for you to get knocked off.

Spend your cash on top speed and upgraded parts: The faster your car is, the better your chances of winning.



Hit the jumps hard to get as much distance as you can, before a series of them slow you down.



The Speed Shop contains the items you need to drive faster and hug the turns. You can turn in your credit for $200,000.



Oversteering will put you into the walls more often than you can afford...if you want to win.



Winning gets you a trophy, and the cash to build up your truck.

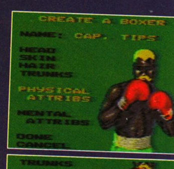


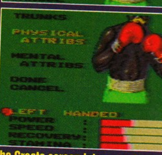
Nitro gives you a burst of speed. You can buy it in the Speed Shop or find it as a power-up on the tracks.

When playing for the first time, use up all your continues to get cash to upgrade your car.

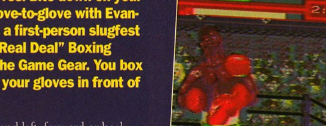
Evander "Real Deal" Holyfield's Boxing™

No, the screen is not tilted. You've just been clobbered. Alternate pressing Button 1 and Button 2 as fast as you can to speed recovery.





The Create screen lets you select all the attributes of your fighter. Don't make him too strong in one area. You'll leave him weak in all others.



Soften your opponent with body blows, then go for the head.

OVERVIEW

Tape up your hands. Lace up the gloves. Bite down on your mouthpiece. You are about to go glove-to-glove with Evander Holyfield and 15 other boxers in a first-person slugfest of champions. Evander Holyfield's "Real Deal" Boxing brings a whole new perspective to the Game Gear. You box your opponents in first person, with your gloves in front of you on the screen.

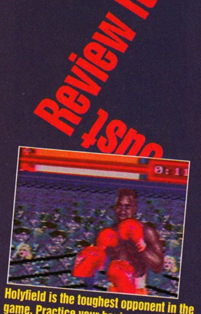
"Real Deal" Boxing gives you complete control over gameplay. Options let you set the length and number of rounds, the button configurations and whether your opponent(s) will be CPU-controlled or...in a Gear-to-Gear game...human. You can create your own fighter with attributes like power, speed, recovery and stamina. You can choose faces, hair, skin tone, the color of your fighter's trunks...even right- or left-handedness! And you can save your fighter with a password feature. If you just want to get down to business, choose one of the 15 predesigned boxers instead.

You can fight the CPU in either exhibition or tournament. Your boxer's characteristics increase as you move up the ranks. With gear-to-gear capability you can fight a bud. There's even the chance to set up a CPU-vs-CPU bout and just sit back and watch the action.

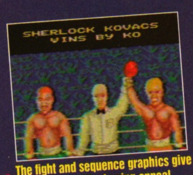
Your control of the fighters can be configured three different ways. These are called control sets A, B and C. Each of them allows you to set up your movements and punches to the most comfortable position for your needs. There are favorite punch settings, ways to jab, hook, cross or just punch straight. You can move right and left, forward or back and even cover.

For fight fans young and old this is a terrific title. The options are numerous, the sounds are realistic (*smack, crack*), and you even get to see post-fight stats. The entire fight is in first person with your gloves in the foreground. The moves are tremendous. There's only one thing missing and that's you. Time for you to shake hands and come out fighting.

Just Review It



Holyfield is the toughest opponent in the game. Practice your boxing skills on other fighters before you take him on.



The fight and sequence graphics give the game life-like boxing appeal.



He's down for the count. This is what you're fighting for.

FUN ON THE GO!



When you're on the go, you want fun, action and excitement to tag along with you. And the only way to do that is to get these five great hits for your Game Gear™!

PRINCE OF PERSIA® gives you non-stop action and adventure, featuring the most fluid and realistic animation ever seen on your Game Gear!

SUPER SPACE INVADERS™ is ready to rock the world again — with new power-ups, weapons, shields, awesome graphics and waves of ever-descending aliens trying to take over Earth!

Coming Jan. '93!

PAPERBOY™ delivers hilarious fun as you wreak mischief across town on your bike!

MARBLE MADNESS™ will drive you nuts as you guide a marble along mind-blowing mazes to the finish line!

KLAX™ is one tough brainteaser! And the toughest part is pulling yourself away from this mesmerizing game!

Buy the full line of Tengen hits at *Toys "R" Us, Kay-Bee Toys, Target, Babbage's, Electronics Boutique, Software Etc.* and other fine retailers! Or call **1-800-2-TENGEN** to order.

Domark Video Games for play on Sega Game Gear are sold and marketed in North and South America exclusively by Tengen. Screens shown are representative of, but may differ from, actual game system displays.

TENGEN VIDEO GAMES

PAPERBOY: TM and ©1984 Atari Games Corp. Licensed to Tengen, Inc. ©1992 Tengen, Inc. All rights reserved. KLAX, and MARBLE MADNESS: TM Atari Games Corp.; licensed to Tengen, Inc. ©1992 Tengen, Inc. All rights reserved. PRINCE OF PERSIA: ®©1989, 1990, 1991 Jordan Mechner; originally published in the USA by Broderbund Software, Inc. SUPER SPACE INVADERS: TM, ©1991 Taito Corp. Sega and Game Gear are trademarks of Sega Enterprises, Ltd.

UN



At Sony Imagesoft, we're revolutionizing the video gaming world with a totally unreal lineup of games for the Sega-CD. We're the first to put the power of music video creation in your hands with two music video games featuring smash music artists **Kris Kross** and **C+C Music Factory**. They'll blow you away with incredible CD sound, digitized live-action music video clips and the awesome power to direct, edit and produce your own music videos.



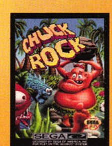
Sewer Shark, our action-shooter, takes you to a new realm of game play. Digital video of live actors and CD sound put you in the cockpit of this flight simulation shooter. Set in rat-infested sewers following a nuclear holocaust, you'll team up with ace sewer-jockey Ghost to transport supplies to human outposts. Your mission's clear: deliver the goods and fry the rats. Miss a turn and you're history. But make it all the way . . . and you're in Solar City, maxin' out to beaches, babes and awesome rays.

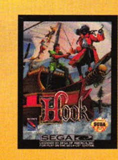


REAL!



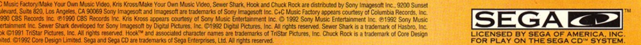
We've also taken **Chuck Rock** and our own movie-based Hook and powered them up for the Sega-CD. With nine more levels than our 16-bit version, plus incredible new animation, Chuck Rock is definitely gonna kick butt and take names. And **Hook** for the Sega-CD, which features digitized scenes from the movie, never-before-seen computer graphics of Hook's ship, and CD-quality audio from the film soundtrack, takes our critically acclaimed 16-bit game to the next level. So if you're looking for a totally new, totally unreal video game experience, you found it. From Sony Imagesoft.





It's a whole new game.




C+C Music Factory/Make Your Own Music Video, Kris Kross/Make Your Own Music Video, Sewer Shark, Hook and Chuck Rock are distributed by Sony Imagesoft Inc., 9200 Sunset Boulevard, Suite 820, Los Angeles, CA 90069 Sony Imagesoft and Imagesoft are trademarks of Sony Imagesoft Inc. C+C Music Factory appears courtesy of Columbia Records, Inc. ©1990 CBS Records Inc. ℗1990 CBS Records Inc. Kris Kross appears courtesy of Sony Music Entertainment Inc. © 1992 Sony Music Entertainment Inc. ℗1992 Sony Music Entertainment Inc. Sewer Shark developed for Sony Imagesoft by Digital Pictures, Inc. ©1992 Digital Pictures, Inc. All rights reserved. Sewer Shark is a trademark of Hasbro, Inc. Hook ©1991 TriStar Pictures, Inc. All rights reserved. Hook™ and associated character names are trademarks of TriStar Pictures, Inc. Chuck Rock is a trademark of Core Design Limited. ©1992 Core Design Limited. Sega and Sega CD are trademarks of Sega Enterprises, Ltd. All rights reserved.

SEGA CD™
LICENSED BY SEGA OF AMERICA, INC.
FOR PLAY ON THE SEGA CD™ SYSTEM.



UNREAL CD SOUND
UNREAL ACTION
UNREAL VIDEO
UNREAL POWER
energy
score
UNREAL GAME DEPTH
Hook
UNREAL MUSIC
MAKE YOUR OWN
MUSIC
VIDEO
UNREAL SPEED
UNREAL CONTROL
Sewer Shark
3400
UNREAL PEOPLE

HISTORY OF SEGA

The Early Years

The year was 1951. Truman was president, baggy pants and pedal-pushers were the fashion statements of the day, and the booming post-war population was hungry for entertainment. This was also the first year of operation of Service Games Japan Co., Ltd., a small Japanese company specializing in the import, sale, operation and development of jukeboxes and coin-operated game machines. At a time when the vacuum tube still reigned supreme, Service Games stood at the cutting edge of available technology. Products ranged from jukeboxes and air-hockey tables, to electric punching bags and pinball machines.

Business grew steadily. Then, in 1965, Service Games merged with Rosen Enterprises, Ltd. (founded in Japan by American David Rosen), to become SEGA Enterprises Japan, its new name derived from SErvice GAmes. SEGA's mission: to provide the world with the latest in electric amusement games. In 1969, SEGA Enterprises was acquired by the U.S.-based Gulf + Western Industries, and continued to expand rapidly.

The Cutting Edge of Amusement

Throughout these changes in ownership and control, the SEGA division of Gulf + Western continued to pursue its original mission, which by now included the "new" electronic and video games. By 1983, SEGA had introduced a number of important "firsts," including the first laser disk game (Sega Astron Belt),



the first 3-D video game (Sub-Roc-3D), and the first consumer video game machine (the SG-1000, a precursor of the Master System, available in Japan).

In April 1984, SEGA Enterprises Japan was purchased from Gulf + Western by a partnership made up of CSK (the original Consumer Services Corporation) and Sega Enterprises Japan management, to become a part of the CSK Group — Japan's leader in the information services industry. By 1986, SEGA Enterprises, Ltd.'s stock was listed over the counter on the Tokyo Stock Exchange.

1986 — A Good Year for American Gamers

That same year a new subsidiary was formed — SEGA of America, Inc. — to adapt and market video game products to the rapidly expanding North American market. SEGA of America was quick to recognize that subtle (but significant) differences existed between the American and the Japanese markets, and that what was needed was a product development group focusing on the American consumer. As a result, SEGA of America's charter was soon expanded to include development of hardware and software products specifically intended for North America.



DUCK HUNT

1968



1967

Fast Shooting for Fast Profits

A unique new target game with a western motif, RIFLEMAN provides each shooter with a permanent score card at the end of "firing". The paper target is viewed through an ingenious optical system, which gives the illusion of distance. "Bullet" holes are punched in the target with stacatto realism [...] cutters. The printed target [...] on a western saloon bar, is obscured periodically by swinging saloon doors. This mobile hazard enhances realism and heightens interest. The game perfectly simulates an actual shooting situation. It is sturdily built of top materials and will last for many years of high volume play. The exterior design and finish is boldly attractive.



1969

The Excitingly New

SEGA **COMBAT**

RANDOMLY MOVING TARGETS

The SEGA Combat is a battlefield simulator in which a player-controlled tank fires at moving targets. An illuminated instrument panel incorporates a radar screen with realistic rotating wand/bip.

FLUORESCENT BATTLE ZONE

The player views a combat panorama through a hooded scope. Spectators can watch the action through adjacent observation ports. The scene is bathed in eerie black light which dramatically pinpoints moving objects.

VISUAL & SOUND EFFECTS

The player moves a tank turret gun toward a selected target by means of a [con]trol stick. Realistic visual and sound effects follow the pressing of a fire[con]trol button:

- Gun barrel tip glows as shell traces an arc across night sky
- Shell burst resounds on a "miss"
- Reverberating secondary explosion is heard on a "hit"
- Brilliance of explosion synchronized with sound of "hit" or "miss"

MANY FEATURES

From the well-designed formica-type cabinet (edged with rich and durable extrusions) to the simple and responsive controls, the SEGA Combat is filled with numerous advanced features:

- Hits are scored on colorful backglass
- Number of shots controlled by adjustable timer
- Free game adjustable from 7 to 12 hits
- Free game limit (1 free game per coin play)



HISTORY OF SEGA

Genesis: The First with the Best

In 1989, SEGA of America was the first company to offer an affordable 16-bit video game system to the American market. Priced at $189.95, the Sega Genesis soon became the hottest-selling game system in the country. By 1992, Genesis was not only the hottest-selling video game system, it was number one on the Toy and Hobby best-seller list of all toys and games nationwide. The quality of its graphics and animation, together with its rapidly expanding library of games (over 250 by the end of 1992), guaranteed its survival in a highly competitive market. Oh...and let's not forget Sonic The Hedgehog. That little guy with the spin attack and the cocky attitude quickly became Sega's mascot, and a symbol of its tireless energy.

During the late 1980s, the growing fountain of video game systems and software titles offered by SEGA Enterprises whetted the appetite of a booming international market, taking SEGA to worldwide prominence, and establishing it as the world's second largest vendor of consumer video game products. By 1990, SEGA Enterprises, Ltd.'s stock was listed on the prestigious First Tier of the Tokyo Stock Exchange.



Today, SEGA Enterprises Ltd., operating out of Japan, includes the highly successful SEGA of America, Inc. and the equally formidable SEGA of Europe, Ltd. (also established in 1986). In all, Sega's products are now sold in more than 44 countries, with more than 50,000 Sega coin-operated arcade machines dotting the planet. And the number of active video game machines Sega has distributed now numbers in the millions. Sega, like McDonalds, may soon have to sport a changeable sign — "xxx Billion Served"!

The company today is a $2 billion-plus worldwide powerhouse — a trend-setting developer and marketer of the latest and greatest in video game products. And Sega has maintained its pledge to pursue the most technologically cutting-edge and affordable products possible, through an extensive research and development program. In keeping with the corporate motto, "Creativity is Life," more than one-fourth of Sega's staff are active in developing new hardware and software products.

From the earliest pinball and air-hockey machines to the sizzling new Sega CD, Sega has evolved from a small speck swirling in the gaming universe to a mighty sun radiating life into much of the gaming world. And wherever the cutting edge of technology should take us, Sega plans to continue its quest for excellence in entertainment, taking us all to The Next Level.

1983



R SHARK

KILLER SHARK

1974

SEGA COWBOY

THREE DIMENSIONAL BREAKTHROUGH IN COIN OPERATED AMUSEMENT MACHINES!

PLAY BASEBALL!...ELECTRONICALLY!

SEGA LAST INNING

Home Runs-Double Plays-Strike Outs but No Rain Outs by new, amazing Sega technology

SCORE

BALLS / STRIKES / OU

DEFENSIVE PLAY POSITION & PUT OUT CONTROL

BAT CONTROL

PITCH SELECTIO
● FAST BALL
● SLOW BALL
● CURVE BALL

1975

SEGA MOTO CHAMP

Description

The player is at the controls of a motorcycle streaking down a highway with four other motorcycles that are being driven electronically in erratic pattern. The objective of the game calls for the player to negotiate his motorcycle past the others and reach the finish line before they do. If he is able to do so successfully, he earns an extended game.

When he bumps or hits another motorcycle a penalty registers on the scoreboard located in the front glass. Each penalty reduces the player's chances to win. In order to stay clear of the others, which is difficult to do, the player must be ever alert because there is constant maneuvering of speed and direction by all cyclists.

Features

Two sound units. One presents the roar of motorcycles in operation and the other announces a winner when an extended game has been won.

Timer is adjustable from 50-80 seconds.

A standard motorcycle handle used by the player to change direction and speed.

Specification

Height 154cm(5'1") Width 71cm(2'4") Depth 133cm(4'4

MANUFACTURED BY
SEGA enterprises ltd.
P.O. BOX 63 TOKYO AIRPORT POST OFFICE

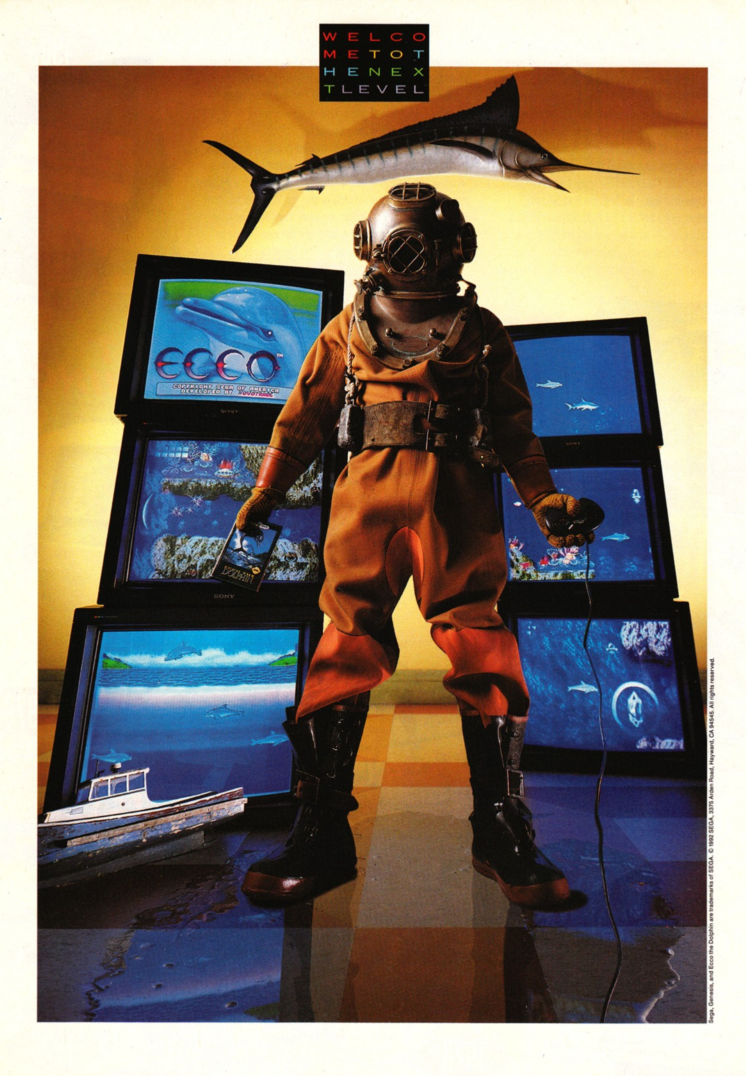
SEGA MOTO CHAMP

1973

SEGA ROAD RACE

ROAD RACE

1976



Sega, Genesis, and Ecco the Dolphin are trademarks of SEGA. © 1992 SEGA, 3375 Arden Road, Hayward, CA 94545. All rights reserved.

Experience

An interview with Ed Annunziata, developer of Ecco the Dolphin™ for Sega™ Genesis.™

life as a

Why a game about dolphins?

Humans are intrigued by dolphins, by their intelligence and ability to communicate with each other. Also the sea as an environment is a pretty interesting contrast to other video games. Most dangerous places aren't beautiful or inviting. But the sea is.

Dolphin

Why the name Ecco?

Ecco is a homonym for Echo. And in Italian it means "I see." So it's a good name for a game where the players use sound to see and communicate. Ecco must use his echolocation to find and rescue his family. Communication is the basis for the entire game.

without ever

How did you make the dolphin motion so lifelike?

Our first task was to duplicate the "feel" of a swimming dolphin. It wasn't easy. The dolphin began as a simple stick figure while we worked on its movement. We created a menu of the physical laws of gravity, water viscosity, and momentum, then we fine-tuned it for months until we felt it was absolutely perfect. In fact, Ecco has been redesigned nine times.

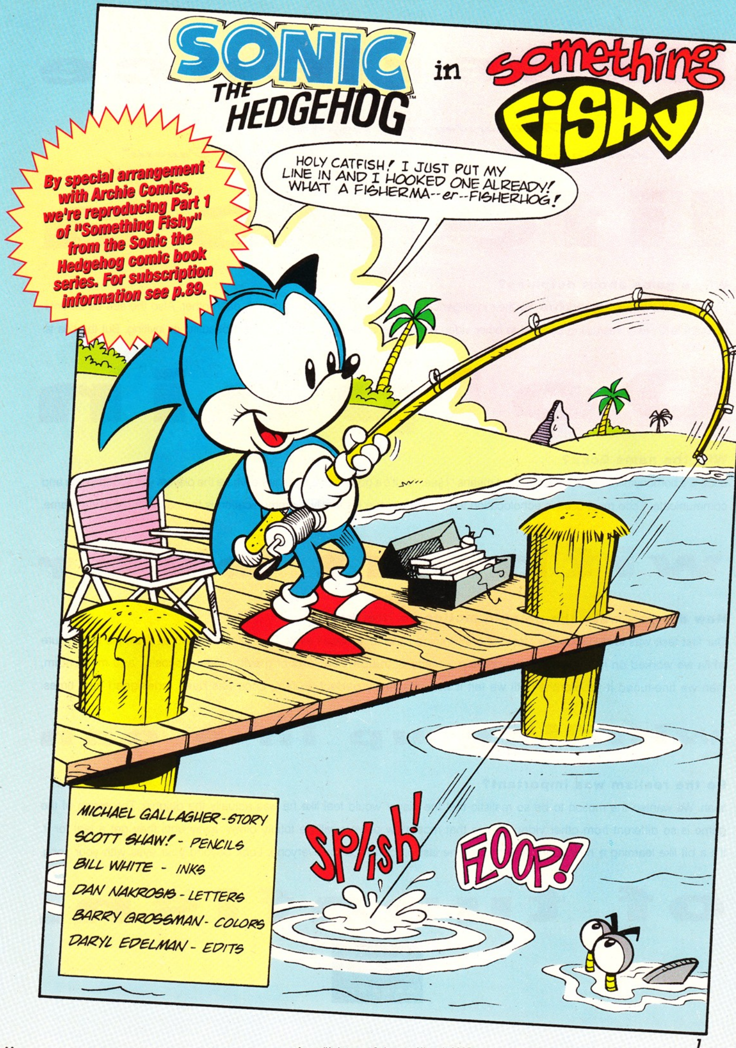
winding up in a can

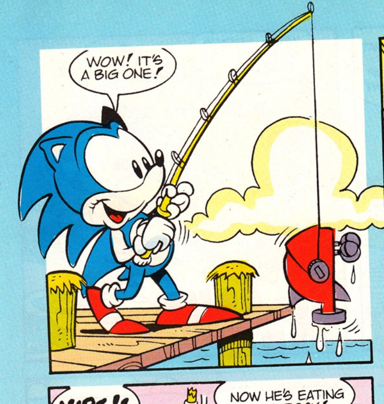
So the realism was important?

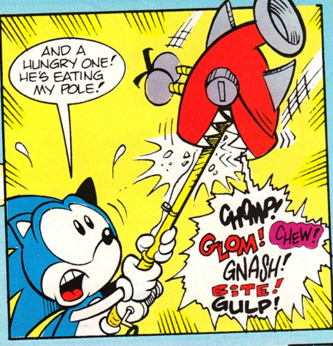
Yeah. We wanted the motion to be so realistic that the player would feel like he was actually the dolphin. The action of the game is so different from other video games that most new players will be totally blown away until they get a feel for it. It's a bit like learning a new sport. And I have one last bit of advice for everyone. Look beyond your eyes with your song.

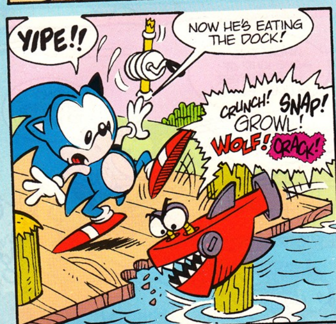
of tunafish.

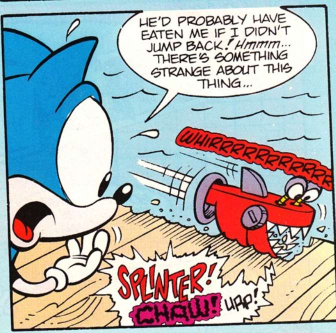


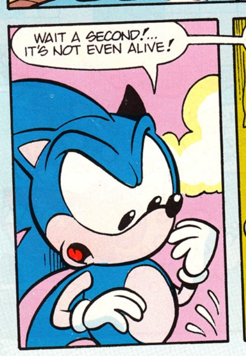

SONIC THE HEDGEHOG in something FiSHy
By special arrangement with Archie Comics, we're reproducing Part 1 of "Something Fishy" from the Sonic the Hedgehog comic book series. For subscription information see p.89.
HOLY CATFISH! I JUST PUT MY LINE IN AND I HOOKED ONE ALREADY! WHAT A FISHERMA--er--FISHERHOG!
MICHAEL GALLAGHER - STORY
SCOTT SHAW! - PENCILS
BILL WHITE - INKS
DAN NAKROSIS - LETTERS
BARRY GROSSMAN - COLORS
DARYL EDELMAN - EDITS
SPLISH!
FLOOP!
1.

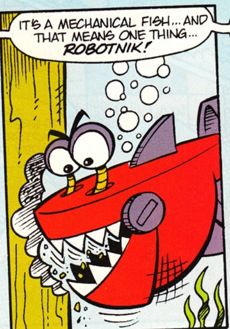

WOW! IT'S A BIG ONE!

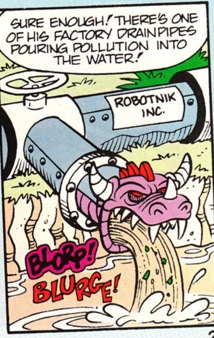

AND A HUNGRY ONE! HE'S EATING MY POLE!
CHOMP!
GLOM!
CHEW!
GNASH!
BITE!
GULP!


YIPE!!
NOW HE'S EATING THE DOCK!
CRUNCH!
SNAP!
GROWL!
WOLF!
CRACK!

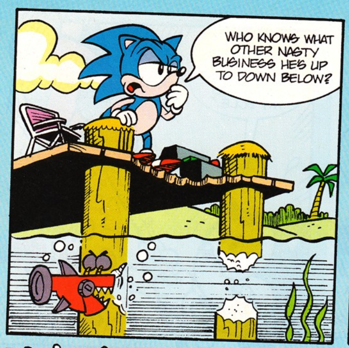

HE'D PROBABLY HAVE EATEN ME IF I DIDN'T JUMP BACK! Hmmm... THERE'S SOMETHING STRANGE ABOUT THIS THING...
WHIRRRRRRRRRRRR
SPLINTER!
CHAW!
URP!

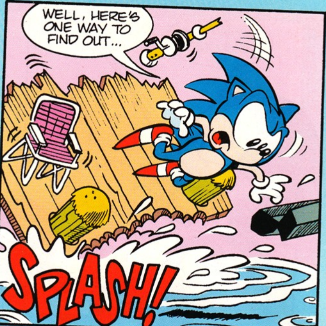

WAIT A SECOND!... IT'S NOT EVEN ALIVE!


IT'S A MECHANICAL FISH... AND THAT MEANS ONE THING... ROBOTNIK!


SURE ENOUGH! THERE'S ONE OF HIS FACTORY DRAINPIPES POURING POLLUTION INTO THE WATER!
ROBOTNIK INC.
BLORP!
BLURGE!

2.





SPPLOOSH!

WHOA! THIS IS SOME KIND OF UNDERWATER SLUDGE SLIDE!

TWO SECONDS TO IMPACT!

Thwang!!

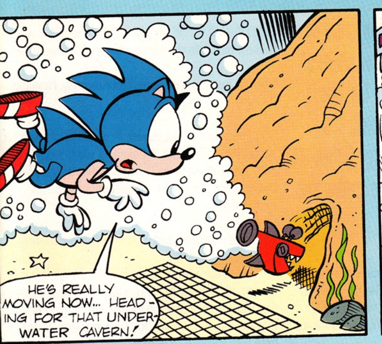
SO THIS IS WHAT IT'S LIKE TO BE AN ANCHOR, MAN!

THE HITS JUST KEEP ON COMING!

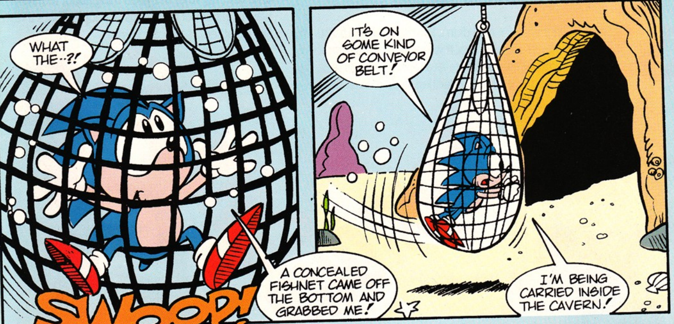
BLONK!

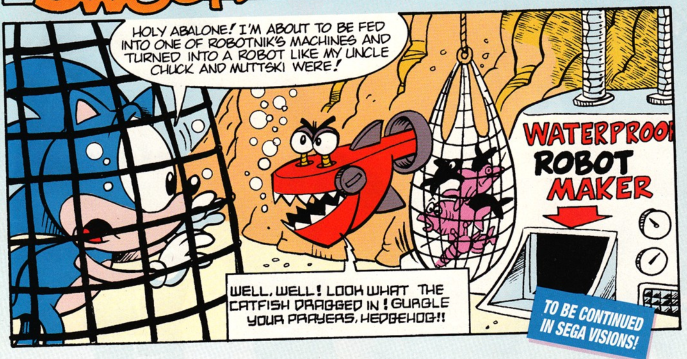
AHA! THERE'S THAT MOTORIZED MOBY DICK!

3.









FREE Topps Sonic collector's trading card to the first 5,000 subscribers!

BUY OR CRY! Get more of the **BLUE BLUR** by sending us your **GREEN!** Subscribe NOW for twelve monthly 32 page supersonic issues – for a measly $12.00! Send cash, check or credit card number with expiration date and signature (VISA & MASTERCARD ONLY). Get permission if it is not your card. Send to: **SONIC COMIC HQ, 325 Fayette Avenue, Mamaroneck, NY 10543.** For speedier service, call 1-914-381-2822! Allow four weeks for delivery. Sorry, no foreign orders. Offer expires 6/1/93.



Famous Gamers

We recently had the opportunity to spend an afternoon with Eric Martin, the lead singer of the multi-platinum rock band Mr. Big. This is the band that brought you the smash hits Addicted To That Rush, Green Tinted Sixties Mind, Just Take My Heart, and the number one smash To Be With You.

SEGA VISIONS: First of all congratulations on the success of the "Lean Into It" album. The hit single *To Be With You* has obviously increased your visibility with more than your MTV fans. Did you ever think it would become that popular?

Eric Martin: No I didn't. I wrote *To Be With You* 10, maybe 15 years ago. It was just one of a number of acoustic songs I wrote as a teenager. I was really surprised when Mr. Big decided to do it. Even then I didn't think it would be a hit – I just thought it would make a nice little closing number for the album.

SV: You just came off a road tour recently. How did that go?

EM: Pretty wonderful, especially when you have a hit single. New Year's Eve in Colorado, we played *To Be With You* and everyone lit matches like they do for the big boys. It was just complete madness and excitement.

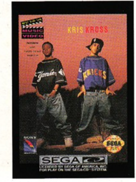
SV: What's the best and worst thing about touring?

EM: There are a few thousand worst things about touring. It's like one big Friday the 13th camping trip that just never ends. Probably the worst thing now that I'm married is that I don't get to spend as much time with my wife. The good thing about touring is playing in front of thousands of people. That's a rush like no other.

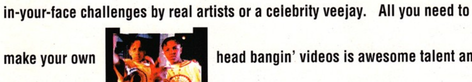
"Make Your Own"

If you think **you have what it takes** to edit, **mix** and create your own explosive, high-impact, **incredibly cool**, absolutely new **music videos** for mega rap act Kris Kross and global super group C+C Music Factory . . .





. . . What are you waiting for?

Just lock and load one of our revolutionary new compact discs into your Sega CD. **Strap yourself in.**  And get ready to experience a massive rush of intense wall-to-wall sound, digitized live-action video and in-your-face challenges by real artists or a celebrity veejay. All you need to make your own  head bangin' videos is awesome talent and lightning-fast reflexes. You control it all as you **select**, **edit**, **slice** and **dice**. You're working with hundreds of clips from real music videos, movies and never-before-seen video footage – all in synch with dizzying special effects and the hottest, freshest music ever. Wrap it up and get your grade,  straight from the veejay or the artists themselves. Kris Kross and C+C Music Factory—two revolutionary interactive music videos from Sony Imagesoft for Sega CD.





MAKE•MY•VIDEO™





LICENSED BY SEGA OF AMERICA, INC
FOR PLAY ON THE SEGA CD™ SYSTEM




SONY
IMAGESOFT™

C+C Music Factory/Make My Video and Kris Kross/Make My Video are distributed by Sony Imagesoft, 9200 Sunset Boulevard, Suite 820, Los Angeles CA 90069. ©1992 Sony Electronic Publishing Company. ©1992 Digital Pictures, Inc. Games developed for Sony Imagesoft by Digital Pictures, Inc. Sony Imagesoft and Imagesoft are trademarks of Sony Electronic Publishing Company. "Make My Video" is a trademark of Digital Pictures, Inc. C+C Music Factory appears courtesy of Sony Music Entertainment Inc. ©1990 Sony Music Entertainment Inc. ℗1990 Sony Music Entertainment Inc. Kris Kross appears courtesy of Sony Music Entertainment Inc. © 1992 Sony Music Entertainment Inc. ℗ 1992 Sony Music Entertainment Inc. All rights reserved. Sega and Sega CD are trademarks of Sega Enterprises, Ltd. All rights reserved.



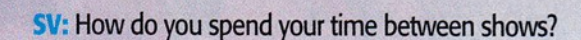




SV: What was your most embarrassing moment in front of a crowd?

EM: Oh, I remember exactly. I'm at the Los Angeles Forum, one of the biggest gigs I've done in my career. We're talking 20,000+ seater – I mean the Lakers play there! We're about to close the show with *Addicted to That Rush*. I've been singing this song for two, three years now, but when I got out there, I forgot the words, completely!

I went up to Billy, who wrote the song and said "Help me, Billy, I can't remember the words." He goes, "I-I-I don't know 'em" and he leaves. I go over to to Paul, and he gives me a Homer Simpson "Dote!" and he leaves. I look over to Pat and he says, "You're on your own!." So I pretended the microphone was out – I faked tapping on it. A roadie comes out, grabs my mike, grabs another one, chops it onto the cord and goes "Check, Check, Check" into the mike and gives it back to me. I put the mike up to my lips but only dust comes out. I was standing in a state of sheer panic and all I could hear was the crowd laughing.



SV: How do you spend your time between shows?

EM: Well, Billy, Pat and Paul practice constantly. When we play coliseums I run up and down the stairwells in the afternoons for an hour or two and then sit in the back of the tour bus playing video games.

SV: Do a lot of musicians play video games?

EM: I'd say probably all of them do, because there isn't that much to do when you're traveling 800 miles between gigs. That's what they do...sleep, play video games or practice.

SV: What special practicing do you do on the road?

EM: I always get in at least two hours of practice a day. I sing to a vocal tape, I gotta do it before every show.

SV: What types of games do you like?

EM: I like sports games a lot.

SV: What are your favorite Sega games?

EM: SportsTalk Baseball and I love this game Greendog. I just can't believe the dialogue you guys come up with. It's hilarious; it's like you're playing a little sitcom or something.

SV: Was there a single moment when you knew that you'd made it?

EM: No, you never really "arrive" even if you think you do. You are only King of the Hill for a little while, if you ever really get there. But if it all folded tomorrow, I would still be very proud of myself and what I have achieved.

SV: How long does it usually take you to make an album?

EM: Only about a month and a half, maybe two months. Believe it or not, the longest part of the process in making a Mr. Big album is the album cover.

SV: Do you have any words of advice or encouragement for aspiring musicians?

EM: Yes. Play all the time, play gigs all the time. It's great to make tapes and all that stuff, but your key is to play live. The audience is your best critic; they tell you if you need to go back to the drawing board and do it all again. If you're really serious about it like I am, don't give up.

>> CYBERDYNE SYSTEMS
800 SERIES MODEL 101
SYSTEM ACTIVATED

ØØ PROGRAM OVERRIDE
[MISSION DIRECTIVES]

>> **MISSION ONE** - LA, 2029
DESTROY ENDOSKELETONS
AND HKS
DEFEND HUMAN HIDEOUT
PENETRATE SKYNET
ENTER TIME FIELD

>> **MISSION TWO** - TODAY
PROTECT JOHN CONNOR
DESTROY CYBERDYNE
TERMINATE MIMETIC
POLYALLOY T-1000
PREVENT JUDGMENT DAY

>> **WEAPONS** - SELECT
>> RAPID FIRE MACHINE GUN
>> ROCKET LAUNCHER
>> 10 GAUGE SHOTGUN
>> M-79 GRENADE LAUNCHER

T2™: THE ARCADE GAME™ NOW ON GENESIS™!

>> **RELENTLESS PULSE-POUNDING ACTION OF #1 ARCADE SMASH... WITH OR WITHOUT THE SEGA MENACER!**





















TERMINATOR, T2, ENDOSKELETON and Depiction of ENDOSKELETON are trademarks of Carolco Pictures Inc. (U.S. and Canada); Carolco International N.V. (All Other Countries) and used by Arena Entertainment under authorization. Sublicensed by Midway Manufacturing Company from Acclaim Entertainment, Inc. © 1991 Midway Manufacturing Company. The Arcade Game™ is a trademark of LJN, Ltd. © 1992 LJN, Ltd. All rights reserved. Sega and Genesis are trademarks of Sega Enterprises Ltd. Arena Entertainment™ is a trademark of Arena Entertainment. © 1992 Arena Entertainment. All rights reserved.





Games in this section are rated on a hundred point scale on each of five categories: Graphics, Sound & Music, Play Controls, Depth & Challenge, and Overall Fun. These ratings are based on the intensive testing and evaluation carried out by our reviewers and game counsellors. Ratings are interpreted as follows:

RATING	
EXCELLENT	80-100
VERY GOOD	70-79
GOOD	60-69
FAIR	50-59
POOR	BELOW 50

Genesis

Pigskin Football

This is medieval football with an attitude—a rugby-like game Conan would have enjoyed. As the captain of a cut-throat football gang, ah, team, you can punch, choke, spear, and even



axe opposing players on your way to the end zone—all while directing the temperament and actions of your team. Just remember that because this more closely resembles a game of foot-brawl, a well-placed fist



can achieve more than a well-timed play.

On the minus side, although the concept was a little out of the ordinary, we found the execution to be average at best. In particular, we were not impressed with the play controls or the overall play value.

By Razorsoft
Category: Sports
Players: Single

RATING	
GRAPHICS	63
SOUND/MUSIC	52
CONTROLS/GAME PLAY	43
DEPTH & CHALLENGE	57
OVERALL FUN	53

Genesis

The Great Waldo Search

The question of the century: where is that wily Waldo? That funny looking guy with the bottle-cap glasses and the winter hat? And why can't it be this hard to find your little sister? In this highly visual game, ideal for players with sharp eyes and great perseverance, your goal is to find



Waldo among the strange and bizarre people crowding a variety of scenes. A timer puts pressure on your search, but finding an occasional clock can give you more time. Finding Waldo's wacky dog also lets you play a



second, action-oriented, scenario. This game is ideal for the younger (four to eight years) set, who can have some interactive fun before their hand-eye skills have fully developed.

By T•HQ
Category: Puzzle
Players: Single

RATING	
GRAPHICS	60
SOUND/MUSIC	73
CONTROLS/GAME PLAY	70
DEPTH & CHALLENGE	50
OVERALL FUN	65

Genesis

Championship Pro Am

The latest in hot racing games! Features oil slicks, pop-up walls, and a slew of aggressive opponent cars, all dedicated to keeping you out of the top three winning positions. Picking up



items on the road helps you go faster, but fast reflexes and a steely nerve are essential qualities for would-be champions in this one-player game. Twenty-four



levels keep the action fresh, though you'll probably be sweating long before crossing the finish line!

We had a lot of fun with this one.

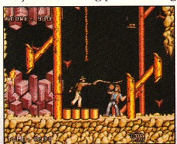
By Tradewest
Category: Driving
Players: Single

RATING	
GRAPHICS	63
SOUND/MUSIC	65
CONTROLS/GAME PLAY	70
DEPTH & CHALLENGE	67
OVERALL FUN	73

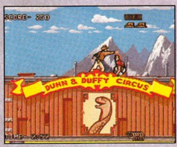
Genesis

Indiana Jones and the Last Crusade

A blade in the hands of a sword master flashes before your eyes—but this time you don't have a gun. As Indiana Jones, you're armed only with your trusty and versatile whip, as you battle your way through five dazzling levels in search of the Holy Grail, solving puzzles along



the way. This time, you need the Grail to save your kidnapped father, Indy Senior! Run, jump, fight, whip, and swing your way to the end of each level, where you'll have to defeat increasingly



gruesome and deadly bosses. Detailed graphics, and realistic animation (especially the biting lash of your whip), make searching for the Holy Grail an unholy pleasure.

By U.S. GOLD	
Category: Action	
Players: Single	
RATING	
GRAPHICS	70
SOUND/MUSIC	70
CONTROLS/GAME PLAY	68
DEPTH & CHALLENGE	68
OVERALL FUN	73

Genesis

Uncharted Waters

Your goal, as usual, is to take over the world; but in this game you have to use long-term strategy and your wily, crafty ways to succeed. Build different ships to sail onward into exciting new



lands. Meet new people, establish crucial contacts, trade and buy goods, and strive to become famous as you circle the globe on various missions. Investing money helps you gain respect and alliances within



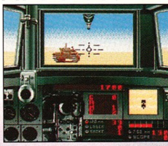
different countries. And you'll need all the help you can get, for free ranging pirates can attack without warning. You must be willing to do battle at all times, but more likely than not, it's superior planning and intelligence that will lead you toward victory.

By Koei	
Category: Strategy/RPG	
Players: Single	
RATING	
GRAPHICS	65
SOUND/MUSIC	63
CONTROLS/GAME PLAY	65
DEPTH & CHALLENGE	76
OVERALL FUN	70

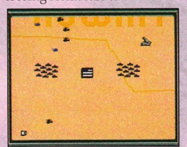
Genesis

Super Battle Tank

General (Desert) Fox has a furious sequence of 10 levels for you and your trusty tank crew to complete. There's some human fungus sprouting up all over the arid Arabian deserts, and it's your job to clean house. Tanks and helicopter, with their eye-popping digital graphics and



arcade-quality movements, are out to blow you away. You've got to clear the rabble out quickly, and wreak havoc on Scud launchers, chemical dumps, and enemy convoys. Visit the realistic looking Homebase to



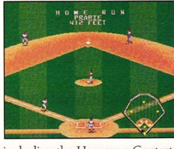
replenish weapons and repair your wounds. Daytime and nighttime modes keep things interesting out among the barren, deadly dunes. We found this one to be a lot of fun.

By Absolute Entertainment	
Category: Simulation/Strategy	
Players: Single	
RATING	
GRAPHICS	70
SOUND/MUSIC	68
CONTROLS/GAME PLAY	70
DEPTH & CHALLENGE	71
OVERALL FUN	80

Genesis

Cal Ripkin Baseball

There may be better looking baseball games out there, but few have such great gameplay and stunning, digitized characters. Choose from three different fields, and several modes



including the Homerun Contest, Regular Game, and Password Game (which lets you pick up where you left off). A wide variety of well-designed menu screens let you make your choices easily, and really help you stay



in control. The digitized screens of Cal are a special bonus!

By Sortware Toolworks	
Category: Sports	
Players: Single, 2P (Coop)	
RATING	
GRAPHICS	68
SOUND/MUSIC	65
CONTROLS/GAME PLAY	70
DEPTH & CHALLENGE	65
OVERALL FUN	65

Road Rash II

This super-pumped-up version of the original will get your blood going. You're again racing for money on a lightning-quick motorcycle, jostling up against some seriously mean dudes



while trying to advance into successive levels by qualifying in win, place, or show. With nitro bikes the action runs faster, scaling has improved, you can now use chains as weapons, there's more cops and hills, and the



wipe-outs are truly spectacular. In fact, we liked everything about this game except for the somewhat monotonous music. Five tracks (five different levels), passwords, and one or two player (split screen competitive) keep your options flexible.

By Electronic Arts	
Category: Driving	
Players: Single, 2P (Comp)	
RATING	
GRAPHICS	70
SOUND/MUSIC	63
CONTROLS/GAME PLAY	73
DEPTH & CHALLENGE	73
OVERALL FUN	80

Genesis

Chase HQ II

Have you ever felt like jumping into a Ferrari, jamming it up to 185 or so, and bashing your enemies off the highway? If your answer is yes, then this game is definitely for you. As a member of an elite undercover police team you choose one of three high performance vehicles to



intercept criminals and ram their get-away cars off the crowded roads. And we do mean crowded — with this much action, you can bash and smash to your heart's content. The only drawback comes for the pyrotechnically oriented — the cars carry



no weapons, so success or flaming failure relies purely on guts and driving skill.

By Taito	
Category: Driving/Flying	
Players:	
RATING	
GRAPHICS	65
SOUND/MUSIC	64
CONTROLS/GAME PLAY	73
DEPTH & CHALLENGE	55
OVERALL FUN	70

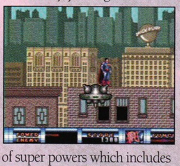
Genesis

Superman

The "Man of Steel" comes to the Genesis with five levels of action-packed adventure. Your job as the ultimate superhero is to perform a variety of daring rescue missions, like saving Lois Lane



from the clutches of the evil Mr. Mxyzptlk. But you'd better be careful! The aforementioned (and unpronounceable) evil one has the nasty habit of suddenly appearing when least expected. Fortunately, you're given a choice



of super powers which includes either heat vision or the mighty sonic punch. With challenging game play and detailed graphics, this video adaptation of the comic book classic will appeal to would-be heroes of all ages.

By Sunsoft	
Category: Action	
Players: Single	
RATING	
GRAPHICS	65
SOUND/MUSIC	65
CONTROLS/GAME PLAY	75
DEPTH & CHALLENGE	70
OVERALL FUN	70

Genesis

Madden '93

If you thought you'd seen it all with last year's successful Madden '92, you'd better brace yourself for the arrival of Madden '93. Now, not only can you choose from any of the standard 28 teams, but you can also choose from 8 of the greatest teams of all time! Like Miami '72 or Oak



land '76. In addition, you can opt for an all-Madden team of superstars or even Madden's ultimate team called (not suprisingly) All Madden Greats, composed of superstars from the past. New plays include a "kill the ball" play and the "no huddle



offense". A much improved statistics screen at the end closes what is sure to be another hit from EA.

By Electronic Arts	
Category: Sports	
Players: Single, 2P (Comp)	
RATING	
GRAPHICS	63
SOUND/MUSIC	60
CONTROLS/GAME PLAY	77
DEPTH & CHALLENGE	80
OVERALL FUN	90

Genesis

Andre Agassi Tennis

You control one of six different players (two gals, four guys) with individual attributes, storming your way through singles, doubles, tournaments, skins games, or practice games. In



most of the games you're playing standard tennis; but in the skins games, every one of your strokes counts for money. Hammer one down the baseline and you're a little richer; miss and you can feel your pocket lighten.



While we found the graphics to be well above average, we thought the play controls took some getting used to. We rated it about average on Overall Fun.

By Tecmagik	
Category: Sports	
Players: Single, 2P (Comp)	
RATING	
GRAPHICS	68
SOUND/MUSIC	59
CONTROLS/GAME PLAY	43
DEPTH & CHALLENGE	60
OVERALL FUN	50

Genesis

Indy Heat

You've entered the furious world of professional racing, where only the winners get to keep burning rubber. This racer has the intensity of Off Road, but with Indy cars, smooth pavement, and relentless pit crews. You have to complete 10 tracks in one year, and you have to



finish first in points in all 10 races to win the year. Winning, of course, means money, and money can bring a whole spectrum of improvements: better tires, engines, brakes, turbos, pit crews and even a better driver.



The Illinois tracks are a piece of cake, but watch out for the treacherous twists and narrow turns in California. This is a very fast game, and requires both a quick eye and shrewd decisions.

By Tradewest	
Category: Driving	
Players: Single	
RATING	
GRAPHICS	65
SOUND/MUSIC	59
CONTROLS/GAME PLAY	63
DEPTH & CHALLENGE	59
OVERALL FUN	68

Genesis

Tyrants

You are a demi-god, trying to evolve a civilization you have created from scratch. In true demi-god style, your goal is nothing less than control of the entire world. But such things



take time. You need to mine minerals, design a sophisticated spectrum of offensive and defensive weapons, and then deploy them in various types of battlefields. If you keep winning, your loyal subjects become



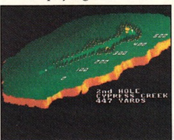
smarter and your weaponry becomes more sophisticated. Spears, catapults, and crossbows are replaced by planes, tanks, and nukes! A digitized voice gives you helpful hints and reminders while you're planning strategy. There are 27 battlefields (nine levels) to thoughtfully rampage through.

By Virgin Games	
Category: Strategy	
Players: Single	
RATING	
GRAPHICS	67
SOUND/MUSIC	73
CONTROLS/GAME PLAY	60
DEPTH & CHALLENGE	78
OVERALL FUN	63

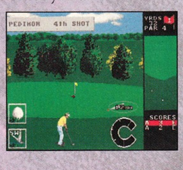
Genesis

Leaderboard Golf

Leaderboard Golf offers four of the greatest golf courses available. Use the helpful advice of your caddie (great digitized voice), or forgo his help and make a dismal mess of things all by yourself. Options include up to a four player game (one or



two people, one or two computer foes), and multiple competition levels, tee set up practice, and friendly or tournament games. The graphics are nothing new, but the digitized voices, and helpful screen-in-screen scaling to show the location of the ball, give this golf game the solid feel of a 350 yard drive.



By US Gold	
Category: Sports	
Players: Single , 2 Player (Alt)	
RATING	
GRAPHICS	78
SOUND/MUSIC	68
CONTROLS/GAME PLAY	60
DEPTH & CHALLENGE	71
OVERALL FUN	70

Genesis

Outlander

Last issue's Fast Takes included this title with (oh no!) the wrong ratings. So in fairness to our dedicated readers (who need to know the truth), the game's publisher (who needs the truth to be known) and our editorial staff (who just want to get on with their lives), we are running the ratings again. We apologize for the confusion.



Imagine a post-holocaust world where mohawked motorists rumble across deserted highways in search of priceless fuel and water. Lots of killer explosions and massive wipe-outs is the name of this game. We rated this one high on Graphics and Overall Fun.

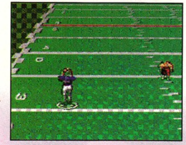


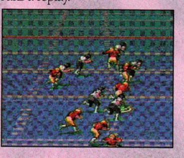
By Software Toolworks	
Category: Action	
Players: Single	
RATING	
GRAPHICS	80
SOUND/MUSIC	65
CONTROLS/GAME PLAY	68
DEPTH & CHALLENGE	71
OVERALL FUN	73

Genesis

Pro Quarterback

Your options in this super-kinetic, smash'n'crash football game include one or two players, 28 different teams, and a slick array of plays—ranging from the simple to the ultra-complex. The game action is fast and furious (vertical scrolling), and the graphics detailed enough that you can almost see your players sweat. Receivers and defensive backs can leap through the air to catch passes, you can try blocking field goals and punts, and on especially good plays you can sit back and gloat as the computer runs a replay.





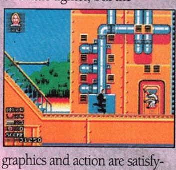
By Tradewest	
Category: Sports	
Players: Single, 2P (Compete)	
RATING	
GRAPHICS	77
SOUND/MUSIC	63
CONTROLS/GAME PLAY	57
DEPTH & CHALLENGE	63
OVERALL FUN	63

Genesis

James Bond

A penguin with a gun? Nope, you're just the suave and tuxedo-clad 007, shooting and dodging your way through five killer levels—all to save the girl, of course. Oh yes, and along the way you'll have to battle innumerable henchman, vanquish the formidable and metal-mouthed Jaws, and blow up a few bases. Piece of cake for a super agent. The controls could be a little tighter, but the graphics and action are satisfying, and the levels get progressively more challenging. We'll bet you've never had such fun wearing a suit.



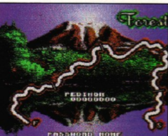


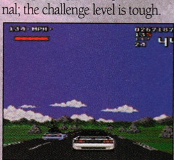
By Domark	
Category: Action	
Players: Single	
RATING	
GRAPHICS	70
SOUND/MUSIC	65
CONTROLS/GAME PLAY	63
DEPTH & CHALLENGE	62
OVERALL FUN	63

Genesis

Lotus Turbo Challenge

This driving game has all the speed and time-pressured thrills of Road Rash, only now you're in a souped-up car trying to beat each different course in the allotted time. You can't crash, but go too slow and you won't make it to the checkpoint in time. Eight serpentine courses in all, with four to nine checkpoints per course, and 12 different Lotus cars to choose from. Options include password, gear selection (automatic or manual), and one or two player mode with split screen. The scaling and speed are phenomenal; the challenge level is tough.





The sound effects overall do not match the great graphics, though there is one nice effect: pressing the "C" button will induce a "YEEEEEE HAA!" from your driver.

By Electronic Arts	
Category: Driving	
Players: Single, 2P (Comp)	
RATING	
GRAPHICS	70
SOUND/MUSIC	55
CONTROLS/GAME PLAY	83
DEPTH & CHALLENGE	72
OVERALL FUN	67

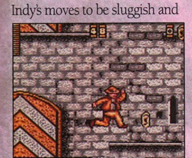
Indiana Jones and the Last Crusade

A variety of scenes and stunning graphics make this a visually attractive game. Gamers will appreciate the crisp detail and ever-changing scenery. Follow Indy through six different



regions, including an underground mine, a moving train, an underground fortress, and a jungle scene.

Playing the game is another matter, however. We found Indy's moves to be sluggish and



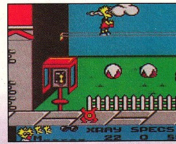
imprecise, resulting in a low score for Play Controls and Gameplay. We also found the Sound and Music to be a little above average. Surprisingly, the music does not include the familiar Indiana Jones theme.

By US Gold	
Category: Action	
Players: Single	
RATING	
GRAPHICS	80
SOUND/MUSIC	59
CONTROLS/GAME PLAY	45
DEPTH & CHALLENGE	64
OVERALL FUN	65

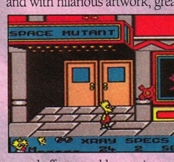
Game Gear

Bart vs. the Space Mutants

It seems Bart, with his secret X-ray specs, is the only one who can see a gang of space mutants trying to take over the world. Since the grups (grown-ups) as usual don't have a clue, it's up to Bart to prevent the mutants from gathering the key ingredients they need to complete their



nefarious Doomsday machine. The game features four levels with two sequences per level, increasing in puzzle complexity from a fun first level to a mind-bending fourth. Bart on Game Gear looks just like Bart on TV, and with hilarious artwork, great



sound effects, and hot anti-mutant moves.

By Flying Edge	
Category: Action	
Players: Single	
RATING	
GRAPHICS	77
SOUND/MUSIC	57
CONTROLS/GAME PLAY	67
DEPTH & CHALLENGE	70
OVERALL FUN	67

Game Gear

Predator 2

And you thought only math teachers could sneak up out of nowhere? Think again petty Earthling! Our favorite semi-invisible human-hunter is back in town, and he's ready to clean



house. You're the hard-boiled detective out to stop the slaughter in this one player game. And you'll need all four types of weapons available (rifle, scatter gun, sawed-off shotgun, and grenades), plus a hefty supply of



nerve, to explore seven different levels—including the streets of LA, rooftops, and even a subway system.

Your objective is to clear out the scenes— rescuing prisoners before the Predator gets to them—and eventually confront and conquer the Predator himself.

By Arena	
Category: Action	
Players: Single	
RATING	
GRAPHICS	65
SOUND/MUSIC	64
CONTROLS/GAME PLAY	70
DEPTH & CHALLENGE	64
OVERALL FUN	68

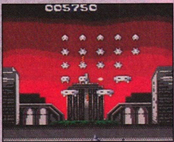
Game Gear

Super Space Invaders

Space Invaders, the venerable classic, is now available to go. Like the original, your goal in Super Space Invaders is to stop the bizarre hordes of aliens from landing on your home planet. But this time you have a variety of special weapons to help clean out the skies, as well as a variety



of clever aliens rushing down in devious and shifting styles. Plus there's generally a big boss at the end of each level, making your task all the more challenging. Options include three difficulty levels, and single or two player-cooperative play. We thought it a



worthy successor to the original game, and rated it high on Overall Fun.

By Domark	
Category: Shooting	
Players: Single, 2 Player (Coop)	
RATING	
GRAPHICS	70
SOUND/MUSIC	60
CONTROLS/GAME PLAY	70
DEPTH & CHALLENGE	73
OVERALL FUN	80

Incoming!

Hey, fellow gamers! Here's a peek at the titles planned for release over the next few months. Of course, new titles are popping up all the time, so the list may change slightly. We'll let you know if that happens. Meanwhile, here are some titles we can all look forward to for the next few months.

December/January

Genesis

Chakan	Sega	Action
Streets of Rage II	Sega	Action
Batman – Revenge of The Joker	Sunsoft	Action/ Adventure
Ecco the Dolphin	Sega	Adventure
PGA Tour 2	Electronic Arts	Sports
George Foreman Boxing	Flying Edge	Sports
Muhammed Ali	Virgin	Sports
Rolo to the Rescue	Electronic Arts	Arcade
James Pond III	Electronic Arts	Arcade
Tyrants	Virgin	Strategy
Outlander	Software Toolworks	Driving
Deadly Moves	Kaneko	Fighting

Game Gear

Super off Road	Virgin	Driving
Chakan	Sega	Action

CD

Make Your Own Video/ INXS	Sega	Creative
Make Your Own Video/ Marky Mark	Sega	Creative

February

Genesis

Hit the Ice	Taito	Sports
Flashback	US Gold	Action/ Strategy
Might & Magic 3	Electronic Arts	RPG
Indy Heat	Tradewest	Driving
Jeopardy	Gametek	Puzzle
Sorcerer's Kingdom	Treco	RPG
Nolan Ryan Express	Mentrix	Sports
Championship Bowling	Mentrix	Sports
James Bond	Domark	Action
Battletoads	Tradewest	Action
Breach	American Sammy	RPG/Strategy
Double Dragon 3	Acclaim	Fighting
F-15 Strike Eagle 2	Micro Prose	Simulation
Sylvester & Tweety	TecMagik	Puzzle/Action
Toys	Absolute	Arcade/Action
Wayne's World	THQ	Adventure
Fatal Fury	Takara	Fighting
G-Loc	Sega	Flying
American Gladiators	Game Tek	Action
Zombie High	Electronic Arts	Action
Flintstones	Taito	Action
Paperboy 2	Tengen	Action/Arcade
Chase HQ II	Taito	Driving
Chester Cheetah	Kaneko	Action/Arcade
Roger Clemens' MVP Baseball	Flying Edge	Sports
NBA Challenge	Acclaim	Sports

February

Game Gear

Agassi Tennis	TecMagic	Sports
Battletoads	Tradewest	Action
The Humans	Gametek	Action/ Strategy
R.C. Grand Prix	Absolute	Driving
Evander Holyfield Boxing	Sega	Sports
Ariel, the Little Mermaid	Sega	Action/ Adventure
Home Alone	Sega	Action

CD

Dungeon Master		
Terminator Skull Keep	JVC	RPG
Heimdall	JVC	Action/Arcade
Terminator	Virgin	Action
Batman Returns	Sega	Action
Final Fight	Sega	Fighting

March

Genesis

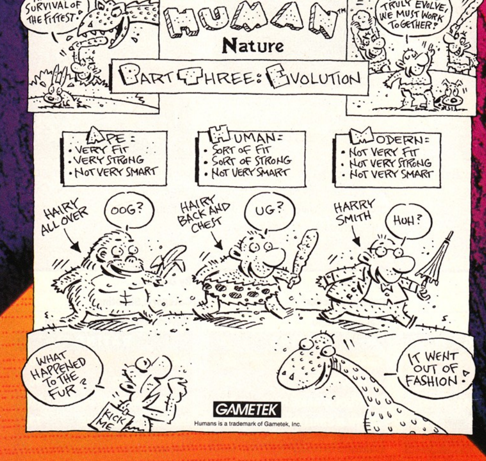
King of the Monsters	Takara	Action
X-Men	Sega	Action
Outrun 2019	Sega	Driving
Gunship	US Gold	Action
Desert Strike 2	Electronic Arts	Action
Chess Master	Software Toolworks	Puzzle
Haywire	American Sammy	Action
Keeper of the Gates	Razorsoft	Action
Mig 29	Domark	Flying
Out of This World	Virgin	Action/ Adventure
Strider 2	US Gold	Action
Amazing Tennis	Absolute	Sports
Populous II	Virgin	Strategy/ Puzzle
Tiny Toons	Konami	Action/ Arcade
Wolf Child	JVC	Action/ Arcade
Cyborg Justice	Sega	Action/ Fighting

Game Gear

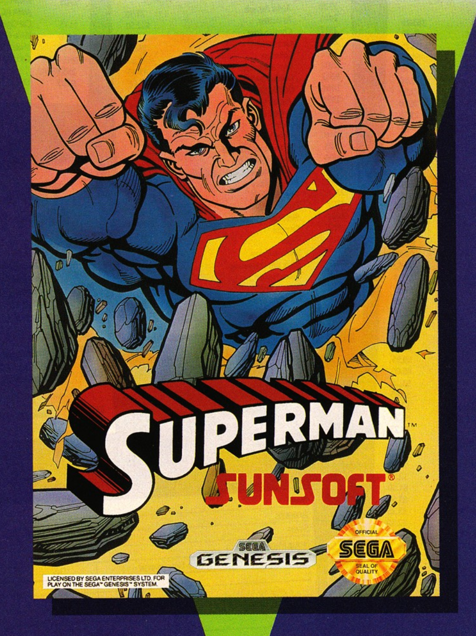
Robin Hood Prince of Thieves	Virgin	Adventure/ RPG
Double Dragon	Virgin	Action
Krusty's Super Fun House	Flying Edge	Puzzle
Spiderman 2	Flying Edge	Action/ Arcade
Strider 2	US Gold	Action
Sylvester & Tweety	TecMagik	Puzzle/ Action
Talespin	Sega	Action/ Adventure

CD

Kings Quest 5	Sierra	Adventure
Road Avenger	Renovation	Driving
Dracula	Sony Imagesoft	Action/ Adventure
Indy 4	JVC	Driving
Joe Montana's NFL Football	Sega	Sports
Rise of The Dragon	Sega	
Afterburner 3	Sega	Flying



KRYPTONITE™ NOT INCLUDED



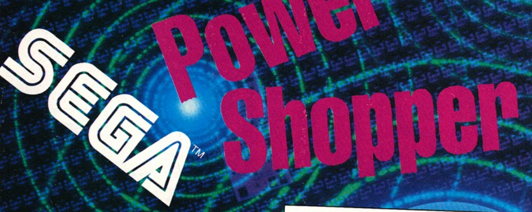
There's only one Superman.™ Only from Sunsoft.®







Superman and all related elements are the property of DC Comics Inc. TM & © 1992. All Rights Reserved.
Sunsoft is a registered trademark of Sun Corporation of America. © 1992 Sun Corporation of America.
SEGA™ and GENESIS™ are trademarks of Sega Enterprises, Ltd.



Genesis Game Cartridges

1402	Abrams Battle Tank	$63.25
1005	Alex Kidd: Enchanted Castle	41.75
1121	Alien Storm	53.25
1039	Alisia Dragoon	54.95
1100	Altered Beast	39.95
1203	Arnold Palmer Golf	32.50
1703	Art Alive	32.50
1401	688 Attack Sub	76.50
1124	Bonanza Brothers	23.50
1204	Buster Douglas Boxing	32.50
1207	California Games	53.25
1109	Cyberball	53.25
1214	David Robinson's Supreme Court Basketball	59.95
1027	Decapattack	23.50
8601	Devilish by Sage's Creation	53.35
1014	Dick Tracy	53.25
1110	E-Swat	53.25
1309	Fatal Labyrinth	23.50
1008	Forgotten Worlds	63.25
1133	Galaxy Force II	59.95
1007	Ghostbusters	32.50
1002	Ghouls n Ghosts	32.50
1106	Golden Axe	32.50
1122	Golden Axe II	58.25
1400	Herzog Zwei	43.25
1025	Jewel Master	23.50
1205	Joe Montana Football	32.50
1209	Joe Montana II Football	64.95
1010	Kid Chameleon	59.95
1001	Last Battle	45.00
1510	Mario Lemieux Hockey	53.25
1119	Mercs	37.95
1013	Michael Jackson's Moonwalker	32.50
1015	Mickey Mouse: Castle of Illusion	53.25
1129	Midnight Resistance	53.25
1211	MLBPA Sports Talk Baseball	69.95
1011	Mystic Defender	63.25
1125	Outrun	53.25
1201	Pat Riley Basketball	32.50
1301	Phantasy Star II	81.50
1303	Phantasy Star III	81.50
1023	Quackshot With Donald Duck	53.25
1105	Revenge Of Shinobi	32.50
1114	Shadow Dancer	32.50
1310	Shining in the Darkness	58.25
1009	Sonic the Hedgehog	58.25
1102	Space Harrier II	45.00
1016	Spiderman	58.25
1019	Streets of Rage	58.25
1112	Strider	76.50
1107	Super Monaco GP I	32.50
1212	Super Volleyball	32.50
1302	Sword of Vermilion	58.25
1032	Taz-Mania	54.95
1000	Thunder Force II	45.00
1020	Toe Jam & Earl	58.25
1127	Toki Going Ape Spit	32.50
1200	Tommy Lasorda Baseball	32.50
1012	Truxton	45.00
1128	Twin Cobra	46.50
1026	Wonder Boy in Monster World	59.95
1202	World Championship Soccer	32.50
1004	Zoom!	33.50

Game Gear Game Cartridges

2320	Aerial Assault	27.50
2405	Ax Battler	$32.50
2317	Chessmaster	36.95
2311	Clutch Hitter	25.00
2201	Columns	27.50
2502	Crystal Warriors	41.95
8602	Devilish by Sage's Creation	36.50
2404	Donald Duck	40.95
2305	Dragon Crystal	31.95
2319	Fantasy Zone	27.50
2301	G-Loc	36.95
2318	Halley Wars	36.95
2403	Joe Montana Football	40.95
2406	Leader Board Golf	25.00
2401	Mickey Mouse: Castle of Illusion	36.95
2312	Ninja Gaiden	40.95
2306	Psychic World	31.95
2307	Putt & Putter	31.95
2302	Revenge of Drancon	25.00
2402	Shinobi	40.95
2315	Slider	36.95
2316	Solitaire Poker	31.95
2408	Sonic the Hedgehog	24.99
2314	Space Harrier	36.95
2304	Super Monaco GP	25.00
8603	Supergolf by Sage's Creation	36.50
2203	Woody Pop	25.00

Replacement Parts, Peripherals, and Accessories

Genesis

1602	Genesis AC Adapter	$15.00
1603	Auto RF Switch Box & Cable	10.00
1605	Video Cable	10.00
1650	Genesis Control Pad	18.00
1655	Arcade Power Stick	49.95
1656	Genistick Joystick	20.85
253-6320	Blank Cartridge Covers	2.00
672-0179	Phantasy Star II Hint Manual	5.00

Game Gear

2101	TV Tuner	$139.95
2102	Gear-to-Gear Cable	15.00
2103	AC Adapter	13.00
2105	Rechargeable Battery Pack (With AC Adapter)	54.25
2115	Car Cigarette Lighter Adapter	20.00
2116	Wide Gear	17.95
2117	Master Gear Converter	20.00
253-6386	Cartridge Cases	1.00
253-6368/6369	Battery Covers Set (Both Left & Right)	1.00

This Month's Hot Products

Genesis

1035	Greendog Cartridge	48.25
1606	Control Pad Extension Cord	10.85
1607	Cleaning System	10.85
1657	Mega Fire Control Pad	25.85
1804	D & D Hint Book	12.95

Game Gear

2118	Rechargeable Battery Pack (Without AC Adapter)	43.00
2140	Cleaning Gear	11.00

Other

1805	Sonic Players Guide	17.95

ORDER FORM

Name
Address
State City
Zip
Home Phone ( ) Daytime Phone ( )

Part#	Item Description	Qty	Price	Totals
			SUBTOTAL	
			CALIFORNIA RESIDENT SALES TAX	
			POSTAGE & HANDLING	2.80
			TOTAL ENCLOSED	

OR CALL 1-800-USA-SEGA

Important! Send all orders to:
Sega of America
Attn: Parts Order Dept.
3375 Arden Road
Hayward, CA 94545

❑ Visa or ❑ MasterCard accepted
Credit Card #
Expiration Date
Please allow 4-6 weeks for delivery. All orders subject to availability.


CAPTAIN AMERICA™
and The AVENGERS™
MARVEL® COMICS
COLLECTOR'S PIN INSIDE!
SEGA
GENESIS
16-BIT CARTRIDGE
EXPLODING OUT OF THE ARCADES AND INTO YOUR GENESIS!
As Captain America, Iron Man, Hawkeye or Vision, it's up to you and a friend to foil the Red Skull's fiendish plan for world domination. Battle all of the Avengers' most fearsome foes in this picture-perfect Genesis version of the blockbuster arcade smash!
DATA EAST
DATA EAST USA, INC.
1850 Little Orchard St.
San Jose, CA 95125
CAPTAIN AMERICA and THE AVENGERS: TM & © 1992 Marvel Entertainment Group, Inc. All rights reserved. Sega and Genesis are trademarks of Sega Enterprises Ltd.

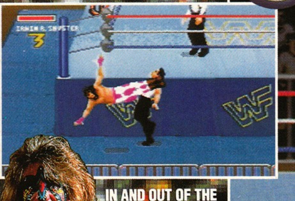
ALL THE RIGHT MOVES!





ALL NEW TOURNAMENT MATCH

SINGLES AND TAG TEAM MATCHES



IN AND OUT OF THE RING ACTION



4-ON-4 SURVIVOR SERIES MAYHEM

Charge down to ringside!!! Never before have the WWF® Superstars™ looked so real! They're bigger, mightier and tougher than ever before!

Whether it's One-on-One, Tag Team, Grueling 4-on-4 Survivor Series or the Ultimate Tournament Match, you're in command of *special moves* that give **you** the power to rock the ring!!!

You've got the skill and the bone-crushing moves...but do you have the **GUTS** to become the next WWF® Champion?



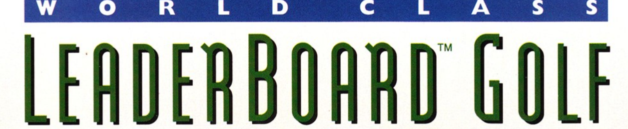




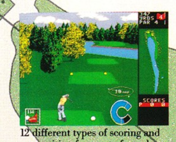


®WWF, World Wrestling Federation and Ultimate Warrior are registered trademarks of TitanSports, Inc. Hulk Hogan™, Hulkamania™ and Hulkster™ are trademarks of Marvel Entertainment Group, Inc., licensed exclusively to TitanSports, Inc. All other distinctive character names, titles, logos and likenesses used herein are trademarks of TitanSports, Inc. © 1992 All Rights Reserved. Sega™ and Genesis™ are trademarks of Sega Enterprises Ltd. Flying Edge™ is a trademark of Acclaim Entertainment, Inc. © 1992 Acclaim Entertainment, Inc. All rights reserved.

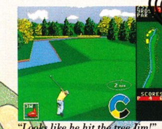
FOUR NEW COURSES FOR YOUR GENESIS



DIGITIZED VOICE AND SOUND EFFECTS



12 different types of scoring and competition for one to four players. Includes "Best Ball," "Skins" and "Texas Scramble."



"Looks like he hit the tree Jim!" Digitized voice and sound effects on all the holes.



Near the green use the special "Chip" and "Punch" shot options to improve your accuracy.



Ask your caddy which club he recommends and be sure to check the wind direction before you hit your next shot.



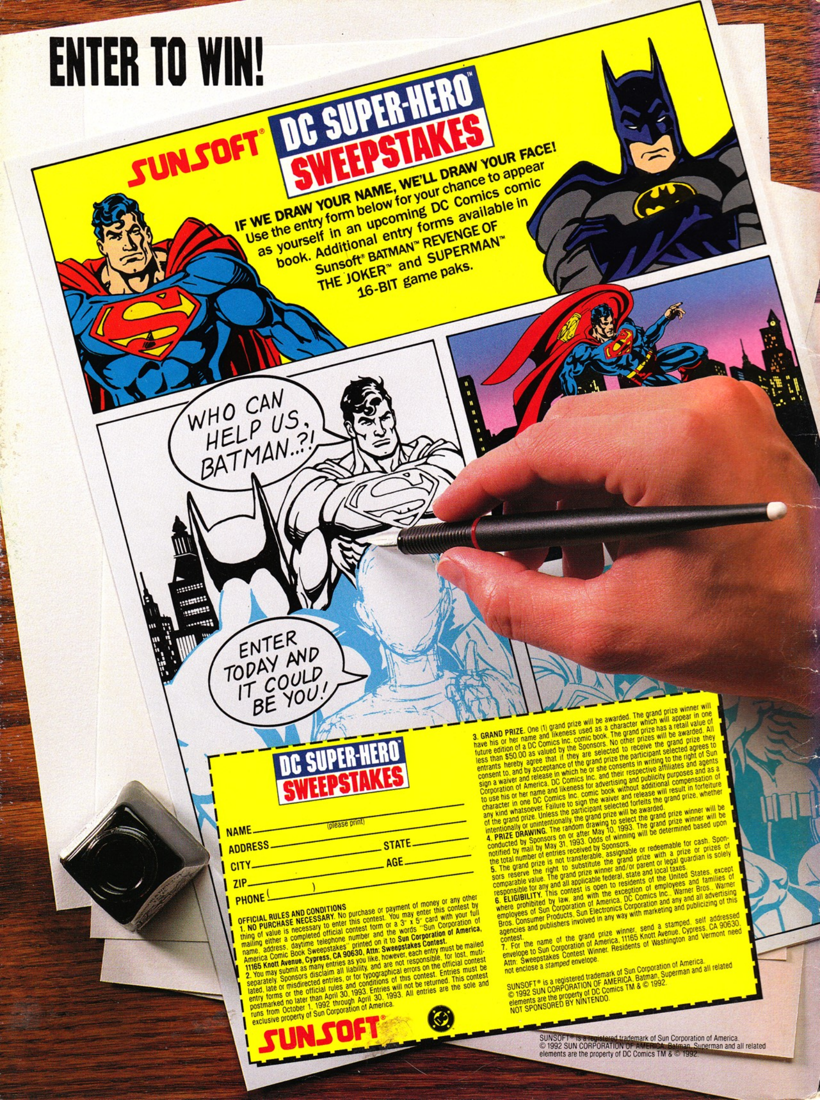
Weather conditions affect the roll of your ball on the green. Hit a little harder on wet greens and easier on dry ones.

Tee it up on some of the world's most famous golf courses. Florida's Doral Country Club, a course so tough it has pros think about getting into a new line of work. Cypress Creek, the longest in Texas, this baby challenges even the biggest hitters. Saint Andrews in Scotland, the true granddaddy of them all. And, if that's not enough, there's the custom designed Gauntlet Links, maybe the toughest of the four. So if you're ready for the excitement of world class action...This bub's for you!

Available for Sega™ Genesis™

Leaderboard is a trademark of Access Software Inc. SEGA and GENESIS are trademarks of Sega Enterprises LTD. © 1992 U.S. Gold, Inc.





ENTER TO WIN!
SUNSOFT®
DC SUPER-HERO™ SWEEPSTAKES
IF WE DRAW YOUR NAME, WE'LL DRAW YOUR FACE!
Use the entry form below for your chance to appear as yourself in an upcoming DC Comics comic book. Additional entry forms available in Sunsoft® BATMAN™ REVENGE OF THE JOKER™ and SUPERMAN™ 16-BIT game paks.
WHO CAN HELP US, BATMAN..?!
ENTER TODAY AND IT COULD BE YOU!
DC SUPER-HERO SWEEPSTAKES
NAME (please print)
ADDRESS
STATE
CITY
AGE
ZIP
PHONE ( )
OFFICIAL RULES AND CONDITIONS
1. NO PURCHASE NECESSARY. No purchase or payment of money or any other thing of value is necessary to enter this contest. You may enter this contest by mailing either a completed official contest form or a 3" x 5" card with your full name, address, daytime telephone number and the words "Sun Corporation of America Comic Book Sweepstakes" printed on it to Sun Corporation of America, 11165 Knott Avenue, Cypress, CA 90630, Attn: Sweepstakes Contest.
2. You may submit as many entries as you like, however, each entry must be mailed separately. Sponsors disclaim all liability, and are not responsible, for lost, mutilated, late or misdirected entries, or for typographical errors on the official contest entry forms or the official rules and conditions of this contest. Entries must be postmarked no later than April 30, 1993. Entries will not be returned. This contest runs from October 1, 1992 through April 30, 1993. All entries are the sole and exclusive property of Sun Corporation of America.
3. GRAND PRIZE. One (1) grand prize will be awarded. The grand prize winner will have his or her name and likeness used as a character which will appear in one future edition of a DC Comics Inc. comic book. The grand prize has a retail value of less than $50.00 as valued by the Sponsors. No other prizes will be awarded. All entrants hereby agree that if they are selected to receive the grand prize they consent to, and by acceptance of the grand prize the participant selected agrees to sign a waiver and release in which he or she consents in writing to the right of Sun Corporation of America, DC Comics Inc. and their respective affiliates and agents to use his or her name and likeness for advertising and publicity purposes and as a character in one DC Comics Inc. comic book without additional compensation of any kind whatsoever. Failure to sign the waiver and release will result in forfeiture of the grand prize. Unless the participant selected forfeits the grand prize, whether intentionally or unintentionally, the grand prize will be awarded.
4. PRIZE DRAWING. The random drawing to select the grand prize winner will be conducted by Sponsors on or after May 10, 1993. The grand prize winner will be notified by mail by May 31, 1993. Odds of winning will be determined based upon the total number of entries received by Sponsors.
5. The grand prize is not transferable, assignable or redeemable for cash. Sponsors reserve the right to substitute the grand prize with a prize or prizes of comparable value. The grand prize winner and/or parent or legal guardian is solely responsible for any and all applicable federal, state and local taxes.
6. ELIGIBILITY. This contest is open to residents of the United States, except where prohibited by law, and with the exception of employees and families of employees of Sun Corporation of America, DC Comics Inc., Warner Bros., Warner Bros. Consumer Products, Sun Electronics Corporation and any and all advertising agencies and publishers involved in any way with marketing and publicizing of this contest.
7. For the name of the grand prize winner, send a stamped, self addressed envelope to Sun Corporation of America, 11165 Knott Avenue, Cypress, CA 90630, Attn: Sweepstakes Contest Winner. Residents of Washington and Vermont need not enclose a stamped envelope.
SUNSOFT® is a registered trademark of Sun Corporation of America. © 1992 SUN CORPORATION OF AMERICA. Batman, Superman and all related elements are the property of DC Comics TM & © 1992.
NOT SPONSORED BY NINTENDO.
SUNSOFT®
SUNSOFT® is a registered trademark of Sun Corporation of America.
© 1992 SUN CORPORATION OF AMERICA. Batman, Superman and all related elements are the property of DC Comics TM & © 1992.